

THE CITADEL JOURNAL



ARTEFACT: A-U 6,891-A
DISC: 1353135/M41
LOC: Ultramar

This Sextus-epoch storm bolter, was last known to be used by Brother Veteran Icarus of the Ultramarines First Company.



ARTEFACT: A-BA 3,441-F
DISC: 1353997/M41
LOC: Basil Secundus

This experimental storm bolter dates back to the late M38. Prototypes generally suffered from jams or overheating.



ARTEFACT: A-SW 9,567-A
DISC: 7456998/M41
LOC: Ferris

This storm bolter is a typical weapon used by the revered Wolf Guard. Poor local materials are the cause of the size increase.

**GAMES
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Morka Madness!

By Tom Hebblewhite

(See pages 25-33)



Gordon, overjoyed that he doesn't wear spectacles!

Welcome to the Citadel Journal

by Gordon Davidson

• WARNING! THE FOLLOWING TEXT IS NEITHER APPROVED NOR SANITISED BY ANYONE WHO ACTUALLY WORKS ON THE JOURNAL •

Goblins, a plea:

Whilst many of you out there will play with a wide variety of Games Workshop games and armies (all of which is fine I suppose) I put it to you if you, don't already have a Goblin army, why not?

Whilst conquering the galaxy with Space Marines or crushing your enemies under the iron boots of Chaos Warriors has a certain tiny pleasure, it all pales compared to the joys of killing a regiment of knights with a Squig Hopper or vomiting an enemy general to death. Who else gets to shout WAAAGH! when charging without a hint of personal embarrassment. Quite simply, Orcs and Goblins are the key to joy and personal success.

Consider this: I have a huge army of Greenskins and due to this I have a great job, am happily married with two marvellous boys (they are already painting small green men), have a nice car and own my own house. Other notable Orc and Goblin generals include Rick Priestley (hallowed be his name), Paul Sawyer (ex-Journal, now White Dwarf editor), Wayne England (artist supremo), (*don't forget me, Gordon: I've got 70+ Wolfboys, 30+ boarboys, a marvellous girlfriend, great job, nice house, loads of guitars, 3 splendid cats... need I go on? - AJ*) the Pope, several world leaders and Nobel prize winners. (*Gitz! - Steve.*)

As an example of a non-Orc player, let me pick the editor of this fine publication that you hold in your hot little hands. Mr S. Hambrook is short, wears spectacles, has horrific sideburns (which must be ridiculed at all times), has never even been spoken to by a girl, lives in a squat with

students (*urgh, that sounds messy, I wouldn't have thought there was much room in a space dwarf...*) and has a half-painted Undead army that he always promises to bring in when challenged but has yet to appear on any battlefield of note. Other non-Orc players include Satan, taxmen and accountants, also several death row criminals.

Hopefully like myself you begin to see a pattern and if I have scared any of you, DON'T PANIC! There is still plenty of time to repent and change your misguided (some would say evil, but not me, of course) ways. Run now to your local store stock up on Boarboyz and Rock Lobbas, buy four tubs of Goblin green paint and your way to salvation lies ahead.

To sum up,

1. Orcs and Goblins lead to a successful and fulfilling life.
2. Anything else is wrong/bad/evil (delete as appropriate).

I have seen the future and it is green.

All the best,

G Davidson

P.S.: Steve has really, really crap sideburns.

(*Sigh... I really, really, really hate Gordon Davidson - Steve.*)

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ESCAPE FROM HAG GRAEF

A Warhammer Quest Adventure

By Nick Kyme

Nick is twenty and from Grimsby in Lincolnshire. He has just graduated from the University of Lincolnshire and Humberside with an HND in Media Production (*well, will you look at the flash git! - Ed.*). He has been gaming for nigh on nine years and describes himself as an absolute fanatic. He's desperately trying to paint massive armies of High Elves, Dwarfs, Chaos, Undead, Wood Elves and Lizardmen for Warhammer, plays a Witch Hunter in Warhammer Quest, fields the 'Stirland Strikers' in Blood Bowl and Orlocks in Necromunda. When he finds a bit of time, he hopes to paint up his Sisters of Battle for Warhammer 40,000...

This article was originally inspired by Chris Pramas's story for Inferno, 'Mormacar's Lament' and in part to the pleas of 'scenarios please!' from you lot at the Journal. Keen to avoid the intricacies of role-play adventures, I've opted for

an adventure that doesn't need a GM (sorry, all you power hungry maniacs out there) and can be played like the basic game. Of course, you could always use the adventure as the basis for your own advanced heroes, and what a beginning! Well, enough chat, here's the scenario I promised for WHQ and it goes something like this...

THE ADVENTURE

Hag Graef, the most feared of all cities in the Land of Cbill. Amidst barren rock and blasted forests of dark shadow, the citadel prison of Hag Graef is impossible to escape from. Bored deep into the dark earth are the mines of the ancient city and within, the hapless thousands of broken slaves toil at the will of the cursed sons of Naggaroth. A place of nightmares, a place of despair and

darkness where terror and death lie around every corner... if you're lucky. This notorious bastion has an army of cruel Dark Elves to ensure that none ever see the light of a new dawn again. Man, Elf and Dwarf are all held in thrall bound by chaffing manacles of iron and forced on by the sting of the lash. There are thousands of cells, each a dirt encrusted haven from the tortuous claws of the Brides of Khaine...

You awake from your forced slumber, a nagging pain at the back of the cranium testament to the cudgel induced sleep. Ambushed on the road, taken by night and now surrounded by stranger's faces you realise you have been captured. Through the darkness of the cell the faces of fellow prisoners each bear the familiar lines of terror that are synonymous with the dark place. Hag Graef...

But there is salvation. While a guard sleeps the lock is picked with the boney remains of a previous victim of the dark bastion. You grasp whatever makeshift weapons come to hand and subdue the guard. The way is clear. You must navigate the hellish prison environment of Hag Graef and locate the mines. For the first time the scent of freedom and even hope fills your senses...

The four warriors must attempt to escape from Hag Graef, most notorious of all prisons. Weaponless and afraid they must traverse the upper prison domain and find their way into the dark tunnels in the mines and overcome their foes to fight for their freedom. It is a difficult adventure but also exiting as a race against time to defy the Dark Elves from recapturing you.

SPECIAL RULES

In order to recreate the dank and terrifying atmosphere of Hag Graef a number of special rules apply in the generation of the dungeon deck.

Essentially, there are two smaller dungeons rather than one large one as is usual in conventional games of Warhammer Quest. One dungeon represents the upper prison area and the second the mines themselves. The Warriors must reach the mines in order to escape and even then they will have to locate the Idol Chamber the source of their ultimate freedom.

THE PRISON

The Warriors begin their adventure in the Prison. This is where they subdue the guard and start their quest. The dungeon deck is generated as follows:

'He's awake,' a gruff voice said, 'bring him some water.'

'Suddenly a cup was at his lips and water poured down his throat. Although it was warm and stale, the water tasted sweet beyond words. He looked up into the scarred face of an old Elf with tangled hair and only one ear, and asked in a cracked voice 'Where am I?'

The old warrior looked down on him, pity in his face, and whispered, 'I'm sorry, son but you're in Hag Graef.'



- The deck consists of **Eight** cards to represent the Prison corridors.
- The Warriors start in the *Dungeon Cell*. Remove this card from the deck and **DO NOT** draw an event for it as it represents the cell from which the Warriors have just escaped.
- Take the *Guard Room* and *Stairway* cards from the deck and put these to one side.
- Take the *Torture Chamber* and *Monster Lair* and put these to one side also.
- Shuffle the remaining cards and draw **Seven** at random.
- Take the *Guard Room* and shuffle it into the top three cards of the deck of **Seven**.
- Take the *Stairway* and shuffle it into the bottom three cards of the deck of **Seven**.
- With these two cards added you should

Galaber knocked Mormacar's band from his arm. 'There is no escape from Hag Graef save death,' the old fighter replied, his voice hollow, 'and only fools seek death.'

now have a deck of Nine cards with the *Guard Room* in the top section and the *Stairway* in the bottom section. Phew!

THE MINES

This is the second part of the Warriors' adventure. The dark corridors of the mine also have their own separate dungeon deck and it is generated as follows:

- Take Six cards from the remaining dungeon deck (this should be what is left of the original deck).
- Shuffle into the deck of SIX the *Torture Chamber* and the *Monster's Lair* that was put to one side.
- Take the *Idol Chamber* objective room card and shuffle it into the bottom four cards of the deck.
- You should now have a deck of Nine cards including the Objective room and the two added dungeon rooms.

These two decks now provide the two separate dungeons the Warriors will have to explore to escape. Keep the Mine deck to one side until the Warriors find it. Some of the rooms have special rules and these are explained later.

THE WARRIORS

The players have a free choice with what Warriors they choose for this adventure. Hag Graef has many slaves of varied races all determined to escape or mentally broken by the fierce and terrible punishments at the hands of the Dark Elf slave masters. However, all the Warriors' weapons and equipment have been taken from them, so no *Great Axe* for the Dwarf or *Holy Book* for the Warrior Priest for example. Wizards still have their spells but have no innate power and must use the Power Phase to cast their spells. Obviously the Ogre will still roll an extra dice if he rolls a 5+ to hit and the Chaos Warrior will be able to use

Poisonous Bite and the like if he has it. The omission of equipment will require a degree of common sense but if something is an actual 'item' then it cannot be used. So, skills like *Berserk* for the Barbarian are okay but a *Wardancer's Swords of Orion* are strictly off limits.

Weapons

When the Warriors fight they will not be allowed to use their weapons. Instead when they first start the adventure they will have to use makeshift weapons that are immediately to hand. Each of the Warriors must therefore choose a makeshift weapon at the start of the adventure, with the highest Initiative picking first and so on until all the Warriors have chosen.

All of the weapons, apart from the Guard's Sword, are hardly ideal and due to their makeshift nature the Warriors have a reduction of -1 Strength whilst using them. Also, only one weapon of each type can be chosen. So, once the Chain is gone no one else may use it, for example.

Chain: The chain from your manacles is an unwieldy weapon but better than nothing. The chain is difficult to defend with and your opponents are at +1 to hit if you use it. But if you score a six to hit it has wrapped itself around your opponent's neck in a strangle hold and you do Double damage with no modifiers for armour or Toughness, but you may not cause a Death-Blow.

Torch: The burning torch from the wall makes for an inefficient but highly dangerous weapon. If you score a six to hit you manage to set fire to your opponent who suffers D6+2 wounds with no modifiers as they try to batter the fire out. They are also unable to attack that turn. However, the Torch has been guttered and is of little use to you. You may still attack with it but at -2 to your Strength.

Bone: Only a Dwarf or Man would ever consider using a bone of a previous victim as a weapon. The bone allows you to attack as usual with the -1 to Strength but does not have the draw backs of the Chain or Torch.

Guard's Sword: Perhaps the best weapon. This blade is taken from the subdued guard and allows the Warrior who uses it to fight as normal and without the -1 to Strength.

Armour

The Warriors also have no armour and so all Toughness increases for armour are ignored (*Ouch! That could get a bit bitchy - Ed*).

STEALING FROM THE DARK ELVES

When the Warriors complete an event whereby they defeat some Dark Elves they may take the hand weapons from the Dark Elves' bodies as a substitute until they can find their own weapons. By taking weapons in this way the Warriors are allowed to add their full strength to attacks but that is all they may add. The Warriors may not steal armour in this way (it would take too long and remember you are trying to escape!).

THE LANTERN

There is no lantern. The dark mines of Hag Graef are lit by torches that provide little illumination but enough for the Warriors to see. Therefore, order of turn will be decided wholly by Initiative as the Warriors blunder aimlessly to find their freedom. The Warriors must stop at doorways and explore as usual though. This represents them banding together before they face what is in the next chamber.

DUNGEON ONE •THE PRISON•

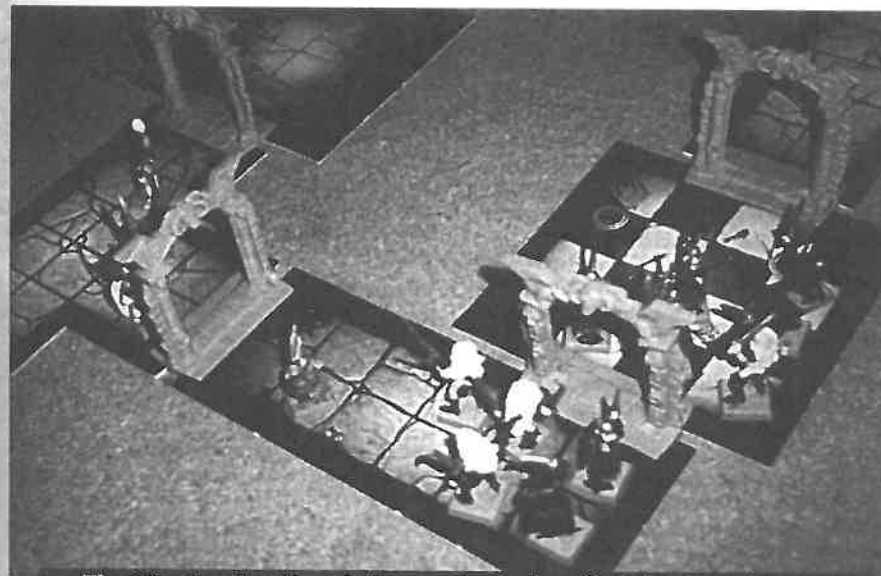
This is the first part of the Warriors adventure. In this section all of the special rules for this dungeon are explained with special events and dungeon rooms. The Warriors will be striving to reach the Stairway which leads to the mines and hopefully freedom. They will also be looking for the *Guard Room* as it is here that the Dark Elves have stored their equipment. Without it the Warriors stand little chance of survival.

Unexpected Events

Once the Warriors escape their cell it will not take long for the alarm to be raised so they must be quick to escape the prison. The further they delve into the dungeon the greater the risk of someone finding their cell empty and for trouble to occur. Unexpected events therefore occur on a 1 as usual in the Power Phase but once the Warriors have explored at least four dungeon sections (not including the cell) events occur on a roll of 6 too. This should give them enough time to find the *Guard Room*.

SPECIAL ROOMS

The following special rooms may be located in the Prison. They have been purposely devised



The Warriors battling their way through to find the Guard Room

to emulate the atmosphere and character of this part of the dungeon.

The Guard Room

This is where the Warrior's equipment and weapons are stored. This room will always contain Dark Elves so redraw other monsters or events and replace them in the deck until you get Dark Elves. It will also be the maximum number on the card, so for D6 Dark Elves there will be 6 Dark Elves for example. The Warriors have an advantage in the fight in this room as the Guards are not expecting to be attacked and lounge around to the cries of tortured victims deeper in the bowels of the dungeon. Therefore, in the first turn of combat the Warriors gain +1 to their to hit rolls and +2 Attacks to represent the surprise combat. It also gives them a chance of overcoming their foes and getting back their equipment which in turn gives them a fighting chance of escape. Once the Dark Elves are beaten the Warriors may reclaim all of their equipment, weapons and armour.

Stairway

This is the goal of the first dungeon, to locate the Stairway. As soon as the Warriors find this section and explore beyond it they will be entering the mine. At this point put the prison deck to one side and resume the adventure with the mine deck, leading directly off from the Stairway. If the Warriors still haven't found the *Guard Room* then they can go back and explore the Prison further or proceed without their equipment.

The *Stairway* is guarded. There are four Dark Elf Warriors who stand at the far end of the corridor who will rush forward and attack in the Monsters Phase. For each turn that you are fighting these Guards roll a D6 after the Power Phase roll. If the roll is equal to that of the power roll then draw an event card. If it is an event then ignore it and do not redraw. If it's monsters, then place them at the entrance to the dungeon cell. In the next Monsters Phase they will move as fast as possible towards the *Stairway* and the escaping Warriors. If the Warriors manage to defeat the four Guards and get through the *Stairway* before the extra monsters reach the adjacent section then the Warriors have escaped the prison and have thwarted the Guards. If they do not defeat the Guards in time then the Warriors will have to fight them. It is possible that if the Warriors

are particularly unlucky that they will have to fight an increasing number of monsters as they struggle to escape into the mines.

Events

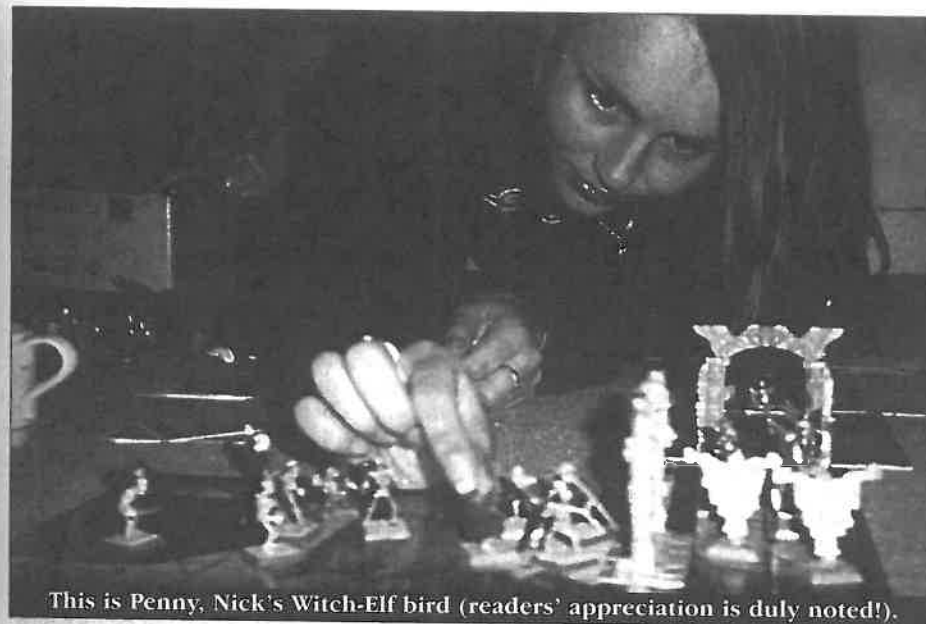
There are also a number of special events that can occur in the Prison section of the dungeon. Whenever you reveal an event card instead of using the event on the card roll a D6 on the table below to discover what has befallen the Warriors.

D6 Roll

Result

1. *Cell* - You have found a cell. From inside, the wails of despair and sibilant curses echo throughout the dungeon. Place a doorway on any free wall in the dungeon section that the Warriors are in. (I personally used a small grey room to represent the cell but a door is enough). If they are not in combat, the Warriors may try to force the cell door and free the victim inside. If a Warrior decides to force the door he must roll a D6 and add his Strength. If he scores a 7+ the door lurches open and the victim is free. If he rolls a 6 or less he has injured himself and takes D3 wounds with no modifiers. The victim is another Warrior who has been captured. Place the remaining Warrior counters into a cup and draw one at random to represent him. He also has no weapons, equipment or armour but is willing to fight. Draw a Warrior Counter. The player who controls that Warrior also controls the Warrior from the cell. The new Warrior may never regain his equipment but he may be given a sword stolen from the Dark Elves or a Treasure Card that is a weapon. The Warriors will only be able to find one such ally throughout the game. If they find further cells and the Warrior they previously rescued is still alive then the new Warrior in the cell will be dead.

The fear in the cramped room was palpable as the heavy portal swung open slowly to reveal three cruel-eyed Dark Elves. Their leader, a tall woman clad head to toe in black leather, feigned demureness as one of her henchmen mopped fresh blood from the front of her leather vest. She could have been beautiful, but her raven hair and striking features were ruined by the twisted sneer on her pale face. Her gloved hands lovingly cradled a long whip, which seemed to writhe with a life of its own under her expert caress.



This is Penny, Nick's Witch-Elf bird (readers' appreciation is duly noted!).

2. *Sleeping Guards* - Alerted by the dulcet tones of low snoring the Warriors notice a group of Guards; fast asleep!

This event can only be encountered if the Warriors are exploring, if they are in combat reroll the event. The sleeping Guards are three Dark Elf Warriors. Place them on the board section according to the normal rules for placing monsters. When the Warriors attack they may hit automatically and can disregard the Dark Elves Toughness and Armour in the first turn of combat. The Warriors will probably defeat these guards but it is a good way for them to gain much needed treasure and weapons if they do not already have them.

3. *Locked Door* - The next door the Warriors come across is locked. It cannot be forced and if the Warriors don't have a key or any *Lock-picks* then they will have to turn back and find another route out of the prison. (It is possible for the Warriors to search for Hidden Passages at this point). The only way the Warriors can get a key to the locked door is by defeating the Dark Elf Slavemaster.

4-5. *Dark Elf Slavemaster* - Standing before you is a burly looking Dark Elf carrying a cruel looking barbed lash. He grins evilly as he advances toward you... The Slavemaster is a Dark Elf Warrior cruel and malicious. He is

always alone when the Warriors encounter him. He carries a large barbed whip. The whip allows him to roll an extra damage dice in combat if he scores a 6 to hit. If the Warriors manage to defeat the Slavemaster they can take his which will open any of the locked doors that the Warriors may come across. The Slavemaster also hordes a great deal of treasure taken from prisoners, so if the Warriors defeat him they may take two treasure cards instead of one.

Dark Elf Slavemaster

Wounds:	8
Move:	5
Weapon Skill:	4
Ballistic Skill:	3+
Strength:	4
Toughness:	4(5)
Initiative:	6
Attacks:	1
Armour:	1
Gold:	140
Special Rules:	Hates Elves, Barbed Lash (see above), Key (see above).

The huge Lizardman, a mighty spear grasped in its clawed hands, stalked around the corner, roaring fiercely. Einar and Mormacar looked at each other, then jumped forward to attack. Although slow to react, the beast had scales as tough as hardened steel and the two warriors found that their blows were all but ineffectual. The raging beast bitted angrily and smashed Einar to the ground with the butt of his spear. In the same movement, its heavy tail snaked out and slammed down on the Norseman's chest, knocking the wind of him.

6. Alarm – This is bad news for the Warriors. An alarm has been tripped that alerts the Dark Elves to your position. For the next D6 turns roll an extra D6 after rolling for power if you roll equal to the roll you have just rolled (i.e a 5 then another 5) then an unexpected event has occurred. If you roll a 1 and then another 1 then two unexpected events occur!

DUNGEON TWO • THE MINES •

Once the heroes have escaped the prison via the *Stairway* they will find themselves in the mines. It is from here that they must locate the objective room; the *Idol Chamber* and hopefully escape to freedom.

Unexpected Events

In the mines unexpected events only occur on a roll of 1 as normal. The Warriors are assumed to have put enough distance between themselves and their initial pursuers and can hide amongst the other mine prisoners.

SPECIAL ROOMS

As in the prison there are a number of special rooms included in the mine to emulate the dark atmosphere and the crowded tunnels.

Torture Chamber

The first time a Warrior is reduced to zero wounds and has no chance of being healed he is immediately removed from the board and placed in the *Torture Chamber*. If the *Torture Chamber* has not yet been discovered, when it is the Warrior will be there. Warriors who are found in this way are alive but only have D6+1 wounds left out of their starting score and have their starting wounds reduced permanently by 1. This will only ever happen

to a Warrior once but can happen in the mines or the prison. A second time will mean that the Warrior is dead as normal. Even though the Warriors may be forced to go back to the *Torture Chamber* on more than one occasion they will have to draw an event card each time they have to rescue a Warrior. These monsters represent his captors. Note that if you are fighting in the *Torture Chamber* and reduced to zero wounds with no chance of being healed then you are dead and are not captured. So there.

Monster's Lair

The Monster's Lair is a den of Cold Ones recently captured from deep in the recesses of the tunnels beneath Hag Graef. Do not draw an event card for this room. Instead place D3 Cold Ones in the chamber as the Warriors' opponents. Before the first round of combat roll a D6, on a roll of 1 or 2 fight the combat as usual but on a roll of 3+ the Cold Ones are sleeping and the Warriors gain an extra attack each and will hit automatically in the first round if they decide to attack. They may creep past the sleeping Cold Ones, but for each turn a Warrior is in the room they must reroll the dice to see if the Cold Ones wake up.

Events

As in the prison dungeon there are a number of special events for the mines too. Whenever you draw an event do not follow the instructions given on the card but instead roll a D6 on the table below. Note that this table is for the mines only and that you should not roll on the prison events table given earlier.

1. Lizardmen – The sibilant tones of guttural voices echoes far into the depths and the wan light of the torch glimmers off what look like scales. The Warriors have encountered Lizardmen. See special rules after this section for details of how to include Lizardmen in this adventure.

2-3. Slaves – You come across a group of Slaves that also wish to fight for their freedom. Armed with only their chains and shovels they are not formidable companions but allies all the same.

There are D6 Slaves in total. They do not need to be represented by miniatures although they can if you wish. If the Warriors are already in combat then the slaves attack, thoughts of liberation filling their minds. They cause D6 +

the total number of slaves in damage (i.e if there were 3 slaves then they would cause D6+3 wounds) with no modifiers that the Warrior with the highest Initiative can distribute amongst the monsters. No Warrior gets any gold from slain monsters as this represents the slaves' attacks before they are killed by the monsters. If not in combat, the slaves will stay with the Warriors until combat occurs hoping they will lead them to freedom. In any case after one combat the slaves are assumed to be killed or recaptured.

4-5. Mine Dust – As you traverse the gloomy passages of the mine of Hag Graef huge clods of thick, choking mine dust spews forth from the recesses of the mine floor, blinding the Warriors. Draw a Warrior counter. Every model in the same section as that Warrior must roll a D6 and add their Toughness. If they roll 7+ they are mildly affected and have their Move reduced by one for D6 turns. If they roll 6 or less they take in great gusts of mine dust and their Strength is also reduced by one for D6 turns.

Roll a D6, on a roll of 1-3 draw another event card immediately.

6. Cave-in – The mine ceiling is unsteady and as the Warriors look up small rock fragments and trails of dust fall from the mine roof. Suddenly a portion of the roof collapses showering Warriors and Monsters alike in rocky debris. Draw a Warrior counter. All the models in the same section as that Warrior suffer D6 wounds from falling rocks with no modifiers for Toughness or Armour.

Mormacar instinctively leapt out of the way, but the Dark Elves, surprised by the falling debris, were knocked to the ground. Before they could rise, the Norseman and the Shadow Warrior were upon them. Mormacar smashed in the head of one of the Dark Elves, while Einar swung at the other pinning him to the floor. The Norseman hurriedly stripped the dying Elf of his sword and dagger.

LIZARDMEN

In *Mormacar's Lament* the heroes run into some Lizardmen who fight the Dark Elves and even take a shot at them! I thought it would be a great idea to include them in this adventure. I have given it a special mention as it takes a little more work to incorporate than the other events.

Using Lizardmen is really quite simple and it will depend upon whether the Warriors are in combat or not. If exploring and the Warriors encounter Lizardmen roll a D6, on a roll of 2-5 the Warriors hide and the Lizardmen pass them by. But if you roll a 1 the Lizardmen spot the Warriors and attack. Fight a combat as usual. If you roll a 6 then one of the Lizardmen drops a small trinket and the Warriors may take a treasure card.

If the Warriors are in combat with Dark Elves then the Lizardmen will join in the fray attacking both Warriors and Dark Elves. Divide the Lizardmen numbers into two with any odd Lizardmen fighting the Dark Elves and then use Warrior counters and the rule of one on

DARK ELVES AND LIZARDMEN

Monster	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Black Ark Corsair	5	4	3+	3	3	6	6	1	120	1	1	Dodge/Hate Elves/Sea Dragon Cloak
Dark Elf Spearman	5	4	3+	3	3	6	6	1	100	1	1	Dodge/Hate Fight in Ranks.
Dark Elf Scout	5	4	2+	3	3	8	6	1	130	1	1	Dodge/Hate Crossbow (S4), Ambush 4+
Cold One	8	3	-	4	4	12	1	2	180	-	1	Fear 5, Ignore Blow 6+
Saurus Warrior	4	3	-	4	4	9	1	2	150	1	1	Scaly Skin, Bite
Skink Warrior	6	2	4+	3	2	3	4	1	45	-	1	Scaly Skin, Bite

one as normal to decide who the Lizardmen fight. For Lizardmen fighting Dark Elves, who cannot be allocated using the one on one rule draw a Warrior counter. That player may decide which Dark Elves the Lizardmen fight.

The Dark Elves will fight back against the Lizardmen and if given a choice of who to attack they will always choose the Warriors whereas Lizardmen will choose Dark Elves.

Hopefully that's not too complicated but it is optional (you could always ignore the event but then where's the fun in that?) and allow a slightly different tilt to the dungeon where the Lizardmen can be saviours or adversaries.

In any Lizardmen encounter always take D3 Saurus Warriors and D6 Skinks as a general rule.

THE OBJECTIVE ROOM

This is the final stage of the Warrior's adventure and the ultimate test if they are to escape from the most notorious of all prisons in the Known World. The Objective Room is the *Idol Chamber* and represents the sacrificial pit of the evil Brides of Khaine, the Witch Elves.

The Idol Chamber

This room is the objective room and occupants are rolled up on the special Dark Elf Objective Room Table given after this section.



The Idol Chamber, the Warrior's final objective looms...

At the far end of the cavern was a tall altar of glassy black stone carved with evil runes and darkly stained. A hooded figure lay chained to this hideous slab, his frantic straining useless against the strong steel of the manacles. Surrounding the altar were four mighty stalagmites, and upon each of these was chained another hooded form. Below the altar, Dark Elf warriors beat wildly on a dozen drums while half clad Witch Elves danced around the cavern singing the praises of Khaine, god of murder. Presiding over this scene, her face glowing with ecstasy in the torch light, was the Lady Bela.

'This is truly a place of evil,' whispered Smar, his gaze transfixed on the spectacle before him.

This room represents the nefarious sacrificial chamber of the Witch Elves of Hag Graef. It is here that they spill the blood of the many unfortunate slaves in offerings to their bloody god, Khaine, Lord of Murder.

The combat is fought as normal except that a prisoner who one of the Warriors recognises is strapped to the Idol, beaten and bleeding. Pick a Warrior counter to decide which Warrior knows the prisoner. That Warrior is consumed by zealous rage and determination to free his kinsman and gains an extra attack each turn and has +1 to hit.

OBJECTIVE ROOM TABLE

Roll a D6 on the Objective Room Table to find out the Idol Chamber's occupants:

1. Witch Elf Champion, 3 Witch Elves, D6 Dark Elf Crossbowmen and D6 Dark Elves.
2. Witch Elf Champion, 4 Dark Elves, D6 Black Ark Corsairs and Dark Elf Assassin.
3. Witch Elf Champion, 6 Dark Elves and D6 Dark Elf Crossbowmen.
4. Witch Elf Champion, D6 Witch Elves and D6 Black Ark Corsairs.
5. Witch Elf Champion, 4 Dark Elves and D6 Dark Elf Crossbowmen.
6. Witch Elf Champion, D6 Dark Elf Spearmen and 4 Black Ark Corsairs.

The Witch Elf Champion that is present (who can represent the Lady Bela from *Mormacar's Lament* if you wish) always stands in a square on top of the plinth next to the Idol and will not attack the Warriors like the other monsters. Instead she is preparing a sacrifice ritual to slay the poor prisoner. If attacked however, she will retaliate. At the start of each monster turn apart from the first roll a D6, if you roll a 6 the Witch Elf completes her ritual and plunges the sacrificial dagger into the prisoner making him a bloody sacrifice. From that point on the Witch Elf Champion attacks as normal. If the Warriors manage to defeat the monsters then they have fought for their freedom and may escape through an alcove behind the Idol itself. If they manage to defeat the monsters before the prisoner is killed then they will be able to release him and are rewarded for their deeds of valour with 2D6 x 100 gold coins each.

MONSTERS AND EVENTS

All of the monsters in this adventure are Dark Elves. You will need to generate a suitable Dark Elf deck from the spare event cards to represent the monsters that the Warriors must fight. If you don't have any spare event cards (and shame on you for not) then it is possible to make a small monster table like those in the Roleplay Book to generate the Dark Elves the Warriors must fight. There is no strict regime for what monsters to include but as a general rule I found the combination below a suitable enough challenge for the Warriors. If you decide to make your own monster table out of the monsters provided below then note that there are fourteen entries including those from the Warhammer box so you could roll 3D6 counting rolls of three and eighteen as 'Roll Twice' results with rolls from four to seventeen filled by each of the possible entries

given below. This is just an idea as it is far easier just to use event cards and it will also allow you to tailor the cards for your miniature collection. Just remember to include Dark Elves!

- 4 Dark Elves
- D3+1 Witch Elves
- D6 Dark Elf Spearmen
- Dark Elf Beastmaster + D3 Hounds
- D6 Dark Elf Crossbowmen
- D3+1 Black Guards
- D6 Black Ark Corsairs
- D3+1 Dark Elf Scouts
- Dark Elf Assassin
- D3+1 Dark Elf Crossbowmen & Spearmen
- D6+2 Dark Elves

I also included Giant Rats, Bats and Spiders from the Warhammer Quest Deck itself also to provide the Warriors with some easier prey!

Also a quick note on Assassins. Why not ignore the Assassin event card until the Warriors are in the mines, just keep reshuffling him in the deck if he is drawn too early. The Assassin card could then represent the Dark Elves sending him to cut down the escaping prisoners as they try desperately to flee. It also might prompt the Warriors to keep moving if they know an Assassin is right behind them!

All the Dark Elves are covered in the Roleplay Book apart from a few exceptions and follow all the normal rules. Note, I have deliberately 'toned down' the numbers slightly to represent the fact that the Warriors start with no equipment and that unexpected events occur more readily as they get further into the first dungeon. Also note that only those Dark

Elves marked as 'Crossbowmen' carry crossbows, other 'Dark Elves' just carry a sword. All of the 'new!' monsters are given in a table below.

Events

I would recommend including at least Six cards in the deck as events. These could be those pilfered from the Warhammer Quest deck (appropriate cards would be *Dead Body*, *Trap*, *Cave-in* etc) or you could (and really should) use the special events tables given earlier. The reason for the large number of events is that it gives the Warriors a welcome breather as the Dark Elves are tough monsters with lots of wounds, especially in comparison to Orcs and Goblins.

SPECIAL RULES

Some of the monsters given above have special rules that you will be unfamiliar with. The following special rules are not covered by the WHQ Roleplay Book and are given below for your convenience:

Sea Dragon Cloak: The Sea Dragon Cloak worn by Black Ark Corsairs allow them to ignore all wound rolls of 1 or 2 (see Ian Pickstock's 'Creatures of Darkness' from ages ago for more details).

Scaly Skin: Both Saurus and Skink Warriors have Scaly Skin. It allows them to Ignore Blow on a roll of 6 (see Roleplay Book for more details).

Bite: Saurus Warriors have powerful jaws that can easily crush armour and tear flesh. Saurus Warriors have an extra attack known as a bite each turn. This is taken into account on their profile and if it hits causes D6 wounds with no deductions for armour or Toughness.

ENDING THE ADVENTURE

For the Warriors to escape Hag Graef will be a tough challenge. They will have to find the Stairway to the mine and then escape through the alcove at the back of the Idol Chamber as well as bailing the hordes of Dark Elves and other monsters along the way. But this may not be the end of the adventure. They will still have to escape Naggaroth itself and this could be the basis for another adventure all of its own...

However you may wish to assume that once free of Hag Graef they find a discarded sail

boat on the frosted shores of Naggaroth and sail off to freedom undetected or perhaps with the Dark Elves in vain pursuit.

This is certainly a tough adventure and a real challenge for starting heroes. If you find that your Warriors keep dying on you then try it with Battle Level 2 heroes or perhaps allow Warriors to start with stolen weapons from the Dark Elves. Then again of course no one has escaped from Hag Graef and lived to tell the tale so perhaps you're not meant to survive...

Mormacar's Lament - The heroes

As a final thought, since this article is based upon Chris Pramas's story of *Mormacar's Lament* it might be fun to include the heroes from that tale in the adventure.

For Mormacar himself why not try the Elf Ranger Warrior Pack, playing as a Ranger Knight and allow him to have *Bitter Enmity* towards Dark Elves. This basically works by Mormacar being able to re-roll all of his missed hits each turn to represent his furious blows. Although he didn't have a bow in the story this doesn't really matter unless you're a real purist and you could just change the *Crown of Tiranoc* for the *Shadow Crown* (does the same thing, different name and may I draw your attention to Alith Anar the Shadow King). Einar could simply be the Barbarian from the Warhammer Quest box itself. To personalise him why not give him the Trollslayer Skill *Ambidextrous* at level one (if you've read the story you'll remember Einar wielding two swords to fend off the Dark Elves and cover Mormacar's pursuit). As for the other Warriors you'll just have to assume that two more slaves joined these two heroes in their escape or you could be mad and just use two Warriors.

HINDSIGHT

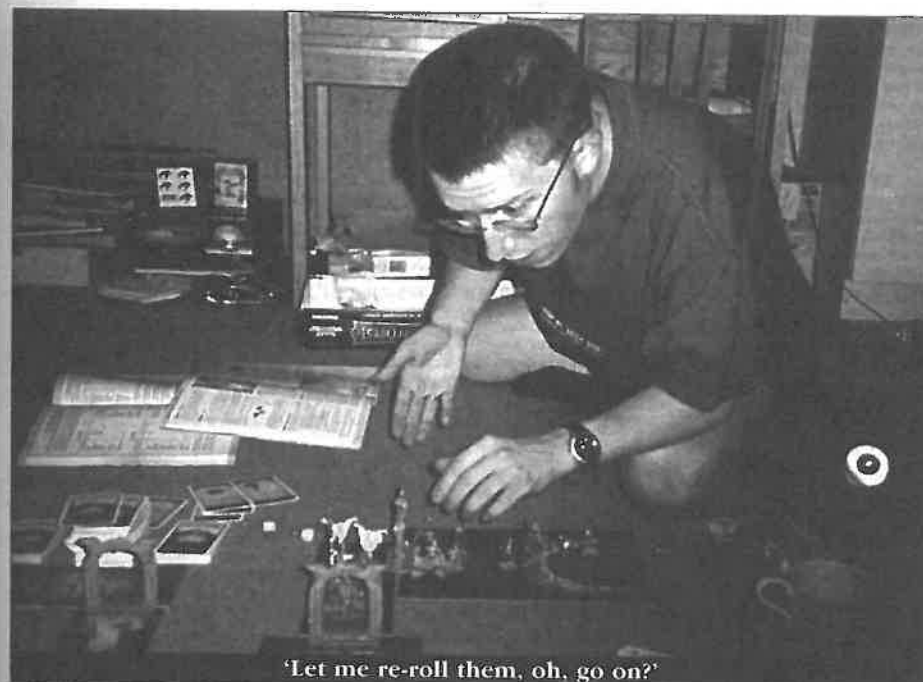
I have play tested *Escape from Hag Graef* quite vigorously since it was devised and have come up with several conclusions. It is a difficult adventure and in some instances it's possible for the Warriors to get bogged down in long fights, particularly without their equipment and if they are unlucky with power dice rolls and finding the *Guard Room*. To this I offer this solution. If you find that the Warriors are fighting at least three event cards worth of monsters and are having a hard time defeating them, then do not draw any further event

cards from unexpected encounters until the Warriors have beaten the monsters and progressed a least one board section. This way this action should keep moving at a reasonable pace.

One final thought. If you decide to use the Mormacar and Einar characters as featured in *Mormacar's Lament* you may feel that the other Warriors are a little short changed as they do not get a bonus skill. If you want, why not allow the other two Warriors to roll up a bonus skill to reflect the experience of being trapped in Hag Graef and their determination to escape? You could even choose skills that are particularly appropriate like *Tunnel Fighter* for the Dwarf or *Dirty Blow* or

Looking about, they saw that they had emerged in the shadows of an imposing chain of mountains. Jagged spires reached for the heavens, towering above the exhausted fugitives. Below them stretched a valley, perhaps once fertile but now full of withered trees and blasted earth. Still, Einar and Mormacar could not help but find the sight full of beauty. Compared to the mines of Hag Graef and the terror of the underworld, this place was paradise.

Concealed Blade for the Pit Fighter. It really is up to you and I leave it to the players' discretion as to what they feel is suitable.



'Let me re-roll them, oh, go on?'

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- **We need to know who you are.** In order to get your article in print, we need to know all about you, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

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For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have playtested it at least once. Always, where possible, send in photographs of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc.

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-writing.

- An excellent article which is also typed (double-spaced!) with maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas within your article** (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

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Lenton,
Nottingham NG7 2WS
UK

Or, if you're on the Internet,
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Please title any submission 'Journal Submission'

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Morsels from the Gods...

ADEPTUS ARBITES SQUADS

By Ian Pickstock, Andy Chambers and Gav Thorpe

With the new edition of Warhammer 40,000 being so crammed full of cool things it was inevitable that some stuff just wouldn't be able to fit even if you used a shoe-horn! So, it's amazing what you can half-inch (well, it was just lying around demanding to be used!) from Games Development when the guys are out of the office...

THE ADEPTUS ARBITES

The Adeptus Arbites is responsible for the enforcement of Imperial Law. This is the mandates and decrees passed from Terra itself, which is quite often separate from local laws and customs. Nobody is above or below their power, from the most humble peasant to Imperial Commanders. The Judges are authorised to dispense judgement as laid down in the volumes of the *Dictates Imperialis*, from infractions as diverse as disturbing the Emperor's peace through failure to meet tithe requirements and riots and insurrection.

The Arbites are well armed and armoured, able to deal with any small scale threat with the warriors from the Precincts which they occupy on nearly every Imperial world. They are often an early defence against planetary invasion, as well as quelling rebellious cults, Chaos covens and alien infestations.

ARBITES WEAPONS LIST

Additional hand weapon.....	1 pts
Boltgun.....	2 pts
Lasgun.....	1 pts
Arbites Shotgun.....	2 pts
Plasma pistol.....	5 pts
Power sword/axe.....	10 pts
Powerfist.....	15 pts
Combi-weapons:	
Bolt-flamer.....	8 pts

Stormbolter.....	5 pts
Bolter-meltagun.....	12 pts
Bolter-plasma gun.....	8 pts

Arbites Shotgun

Arbites make use of specially-designed shotgun shells known as Executioner rounds. These have a tiny artificial brain that allows them to unerringly locate their target through dense terrain and in any conditions. An Arbites model with a combat shotgun may fire it either as an ordinary shotgun or an Executioner round. An Executioner round has the following profile, and allows the model to re-roll any misses once per shot.

Weapon	Range	Str	Ap	Type
Executioner	18"	4	5	Assault 1

THE ADEPTUS ARBITES ARMY LIST

Any Space Marine, Imperial Guard or Sisters of Battle army may include choices from the Adeptus Arbites army list, and take up to one choice from the appropriate section of Force Organisation chart. Alternatively, you can field an entire Adeptus Arbites army, in which case treat any Heavy Support choices on the Force Organisation as Elites choices instead.

Judges are a feared sight in the Imperium, for they are relentless in their pursuit of retribution. Their flowing robes and numerous judicial accoutrements mark them out as the mighty lords of justice that they truly are.

HQ

COMMAND HQ										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Judge	45 points	4	4	3	3	3	4	3	9	4+

Weapons: Bolt pistol.

Options: The Judge may be given up to two choices from the Arbites weapons list.

Independent Character: A Judge is an Independent character but may not join squads of Space Marines.

ELITES

ARBITES COMBAT TEAM										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	8 points	3	3	3	3	1	3	1	7	4+
Proctor	+7 points	3	3	3	3	1	3	2	8	4+

Squad: The squad consists of between 5 and 10 Arbitrators.

Weapons: Boltguns

Options: Up to one member of the squad may replace his boltgun with a grenade launcher at an additional cost of +10 pts.

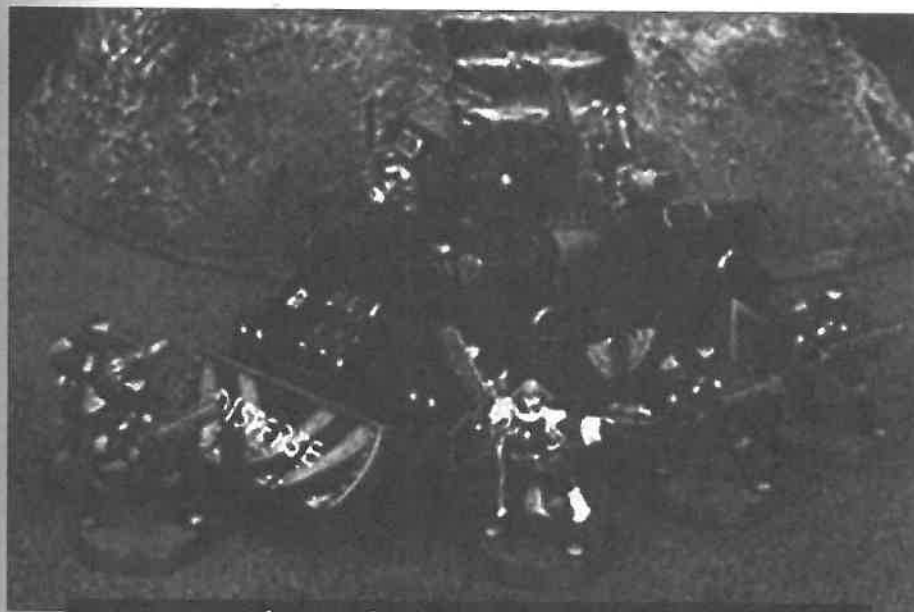
Character: One Arbitrator may be upgraded to a Proctor at an additional cost of +7 pts.

The Proctor may be given up to one choice from the Arbites weapons list.

Transport: The Arbitrators may be mounted in a vehicle, the design of this vehicle varies depending on the availability of local materials. However, it is most commonly a Rhino or a Chimera.

Chimera.....95 pts

Rhino.....50 pts



Adeptus Arbites Patrol Team and Rhino



Mike McVey's excellent Adeptus Arbites Shock Team

ELITES

ARBITES SHOCK TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	12 points	3	3	3	3	1	3	1	7	4+
Proctor	+7 points	3	3	3	3	1	3	2	8	4+

Squad: The squad consists of between 5 and 10 Arbitrators.

Weapons: *Shock Mauls* (close combat weapon) and *Suppression shield* (Gives 2+ armour save in close combat).

Character: One Arbitrator may be upgraded to a Proctor at an additional cost of +7 pts. The Proctor may be given one choice from the Arbites weapons list.

Transport: The Arbitrators may be mounted in a vehicle, the design of this vehicle varies depending on the availability of local materials. However, it is most commonly a Rhino or a Chimera.

Chimera.....95 pts

Rhino.....50 pts

TROOPS

ARBITES PATROL TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	8 points	3	3	3	3	1	3	1	7	4+
Proctor	+7 points	3	3	3	3	1	3	2	8	4+

Squad: The squad consists of between 5 and 10 Arbitrators.

Weapons: Combat shotguns with executioner rounds.

Options: Up to one member of the squad may replace his shotgun with a grenade launcher at an additional cost of +10 pts.

Character: One of the Arbitrators may be upgraded to a Proctor at an additional cost of +7pts. The Proctor may be given one choice from the Arbites weapons list

Transport: The Arbitrators may be mounted in a vehicle.

Chimera.....95 pts

Rhino.....50 pts



Adeptus Arbites Patrol Trooper

The Dictates Imperialis

Unlike the investigators of the Inquisition, the Judges do not have a free rein to dispense justice when and how they see fit. Descriptions of the crimes against Imperial Law, and their appropriate punishments, are written down in the volumes of the Dictates Imperialis. While Judges know many of these offenses and chastisements by heart, they are often required to look up ancient texts and treatises when dealing with more obscure crimes. As the entire Dictates Imperialis covers several thousand volumes, with no coherent filing or indexing system, often perpetrators must wait months or even years before their judgement is pronounced.

FAST ATTACK

ARBITES RAPID PURSUIT TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Arbitrator	25 points	3	3	3	3(4)	1	3	1	7	4+
Proctor	+7 points	3	3	3	3(4)	1	3	2	8	4+

Squad: The squad consists of between 3 and 10 Arbitrators mounted on bikes.

Weapons: Bike mounted twin-linked bolter.

Character: One Arbitrator may be upgraded to a Proctor at an additional cost of +7 pts. The Proctor may be given one choice from the Arbites weapons list.

THE ROLES OF THE TASK TEAMS

Together, the task-teams can deal with any aspect of lawlessness from full-scale rioting to poor time keeping. The roles of the different task-teams are too varied and complex to discuss in detail, but a general description will help to form an impression of the range of Adeptus Arbites' power.

Judge Patrol Teams are a common sight on Earth and throughout the more heavily populated parts of the Imperium. They are the patrolling Judges who must be ready to deal with any emergency or to report any suspected offense.

Judge Combat Teams are deployed when facing armed insurrection, and only understand one order – 'Shoot to kill!'

Judge Shocktroop Teams wear their special helmet and carry a suppression shield and power maul. They are deployed to meet

special threats such as food riots and queue wars. (In the Imperium, queues in front of governmental offices can stretch for miles. Queues often take months to reach the end. The inevitable frustration caused can lead to vicious battles.)

Execution Teams deal with the routine task of rounding up and eliminating known criminals. As all but the most petty crimes are punishable by death, the Execution teams are a relatively familiar sight.

Support Teams carry or have access to a wide variety of unusual or heavy weapons and other gear. The Patrol teams rely upon the back-up provided by the support teams when they come up against armed resistance.

Investigative Teams are rarely seen in public, they spend most of their time sifting through the holo-records of unsolved crimes or



More incredible McVey-modelling – this time a riot control vehicle



Cigar-chomping Arbites Proctor

tracking wrong-doers through the computer matrix of the Administratum. They are specially trained in logic and deduction.

Pursuit Teams are equipped to pursue criminals through a twisting Underhive, amongst dense jungles or across arid wastes, depending upon their location. They are equipped with powerful surveyors to detect their prey (in many Imperial societies, citizens from a criminal genealogy have beacons implanted at birth so that they can be monitored at all times).

Technical Teams provide the scientific back-up needed to solve unwitnessed crimes. From evidence as flimsy as gene-prints, molecular fragments, and thermal residues the Judges can quickly reconstruct even the most complex crimes.

Medical Teams are an important part of the Arbites organisation. The medical facilities of the Imperium are so monumentally inefficient and bureaucratic that in most life or death situations the last rites are the only service on

offer. The patrol teams risk injury and death constantly, so the Adeptus Arbites runs its own hospital and medical service. The job of the medical teams is to recover Judges that have been hurt or killed.

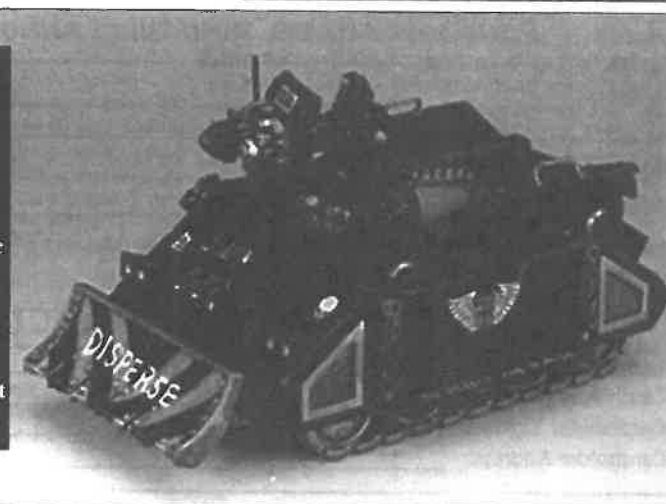
Retrieval Teams are deployed to combat kidnapping, hostage and blockade crime, where innocent citizens are in danger from law breakers. In fact, they are normally used only where the innocent citizen in question is reasonably important; little effort is made to rescue ordinary citizens as they are easily replaced (it should be borne in mind that allowing oneself to be held hostage or taken by force is a crime under the irresponsibility laws).

As you have all, no doubt, got yourselves the new 'stompin' edition of Warhammer 40,000 by now and have submitted the rules to your photographic memories, why not put your ideas down on paper (or preferably disc) and send them in to us.

We apologise if you have had an unfavourable response to those contributions submitted in the old edition rules, but out with the old and in with the 'mind blowingly cool' new and all that! Besides, if you've used half a rainforest for writing articles based on the old rules then get to work converting and updating them to the new – it's not that hard to do.

(Also, check out the Mail Order pages 78-83 for the full range of Arbites miniatures along with some new conversions.)

Remember this?
Yes, it's the
Castigator Crowd
Control Vehicle
from Covert X in
Journal 23. We
liked it so much we
thought that we'd
show it off again,
because those are
the sort of
pretentious gits that
we are!



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- Wearing garments of an offensive nature (inclement law CVXII)
- Speaking freely when in the presence of a superior.
- Improper disposal of the Emperor's materials.
- Defacement of Imperial Property.
- Failure to attend to the workplace at the appointed hour.
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The Wafflings of a Mad Modeller

By Tom Hebblewhite

Tom is from Semilong, Northampton, and describes himself as a little bit of a 'frother'. He's also an old mate of our esteemed Editor and just couldn't wait to get an article into the Journal. You may remember him from the recent Black Library Open Day, sitting amidst a huge pile of polystyrene cut-offs, bits of plastic and sawdust at one with the world and his gluegun! Tom's one of those sorts (*No, not those sorts! – Ed*) who can never sit still for a minute, as he always has a dozen different mad ideas assaulting his mind. Here's just a small selection of some of his models and terrain pieces that were cluttering up the house!

The wafflings of a mad modeller

When I said to a friend at the Journal, that I'd been making loads of Gorkamorka scenery, I wasn't expecting him to ask me to do a demo at the Black Library Open Day, which was exactly what the evil swine did (*Heb, Heb, Heb! – Ed*). Being a bit of a sucker I agreed, then the realisation hit me: Gorkamorka scenery, although nice, would it be enough? No, I screamed!

The first inspiration came when I saw a tree being made in the local store (Northampton, hi guys), that's when I remembered the first rule of modellers: if you see a good idea – nick it!

Halfling Tree House

For the main trunk I used a poster tube roughly 30cm long, then for the base I used a cork plc, I cut with a sharp knife at a 45° angle into the shape I wanted.

I then added two sheets of corrugated card again cut at a 45° angle, at his point I decided to add a Halfling burrow to the model (sad old bearded that I am, I couldn't help myself). Now I needed a bit more height to the structure, so out came the polystyrene cutter, and I then cut out the 25mm polystyrene sheet.

With all the base pieces cut out I cut a hole for the tree trunk in the polystyrene, and once this was done I used PVA glue to stick them together. The trunk was then glued in place when this was dry.

Leaving it all to dry I decided where I wanted to put the door and window for the burrow. I was using a bit of 25mm tube for the door

passage, and a 15mm for the window (these were out of old till rolls and price tickets rolls, so ask your local shopkeeper if they have any). I cut a hole for the doorway, and poked the window tube into the polystyrene, pulling out the excess. I then stuck some balsa onto the back of each tube, to give a flat surface to paint on. These were then glued into place. I also cut out some steps in the card, and filled the edges of the card with polyfiller, also around the door and window to fill any gaps and to tidy its whole appearance.

The next stage was to paint the base with a mixture of PVA and filler. I find this gives a good hard coating to the polystyrene and also fills any small gaps there may be. The base was as done as it could be, so I turned my attention to the tree.

The branches would be a problem, what to use? Then I saw amongst the mess that is my modelling room some large chunks of balsa, great stuff! (The battering rams would have to wait.) I then set about carving them down to look like tree trunks, with this done I decided that I could probably get away with having the tree badly damaged, so a quick karate chop (they were balsa after all) and instant broken branches. With some smaller branches done in the same way and stuck to the larger I now had my branches ready. Obviously I wanted to fix them on well. I did this by cutting some small holes into the trunk and poking the branches in, then hot gluing them into place, (hot glue guns are a brilliant invention, although younger readers should get an adult to do this for them).

Now it was looking much better. I then started



Enough to make a Wood Elf green with envy...

on the roots; this was done with modelling clay. I wanted the roots to go around the door and windows, and look really gnarly. I hadn't decided what to do about the trunk itself, I did consider modrock, but whilst doing the roots I spread some of the clay in-between the roots which stuck on well so I covered the rest in a thin layer. While this was still soft I scraped out the bark texture with a cocktail stick, and added a few natural looking holes, one of which half way up would be a door. This was then left to dry for a day.

Once the clay had hardened, I went about designing what I wanted the final piece to look like. I knew roughly what I wanted, but

as with all my projects these things tend to evolve as they are being built. This was certainly no exception. I had thought of having several fighting platforms, with steps winding up the trunk from the ground to the top. But then the tactician in me decided the enemy would be able to get up far too easily, and the platforms would be too exposed. So, I settled for one platform halfway up, level with the door in the trunk, and then a tree house on the top.

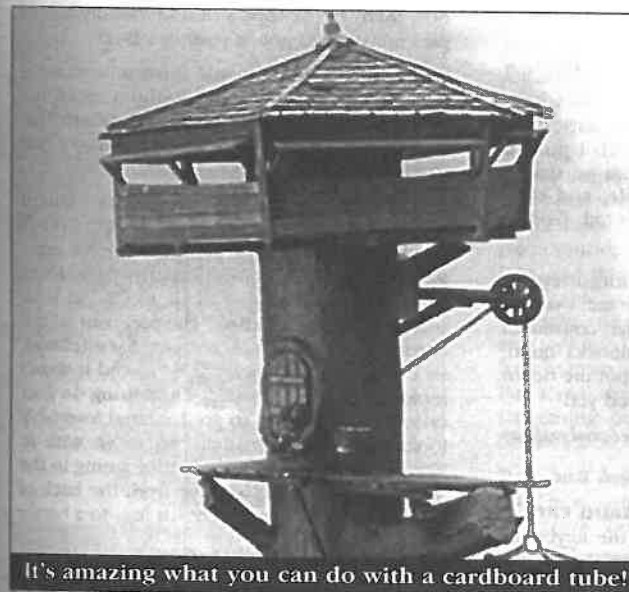
The platform comprised simply of balsa pole supports fixed from the tree, onto nearby branches, then I fixed balsa planks over the framework to finish it off.

The tree house was the next step. I drilled out 12 spaces around the trunk where the supports would go. The balsa supports were about 80mm long, making them long enough to go into the tree, and still have

plenty of room to build on. Once fixed in place, I built a framework for the house, it was to be a six sided structure so alternate supports had to be cut down. The flooring was stuck down next; I left some planks out of the floor for murder holes (no one was going to sneak up on my tree!).

The walls were also made with balsa planks leaving a space for archers to fire out of. I also put a shutter above each of these for a bit of extra protection.

The top of the trunk had been cut off at an angle to represent damage, so I had to fill the space. I cut a piece of card to fill the hole then boarded over it with my old faithful balsa



It's amazing what you can do with a cardboard tube!

planking, and made a trap door for access.

The roof came next; I measured the distance between the wall sections and the centre of the tree. Using these measurements I cut out six bits of card from box lids which were then taped together to form the basis for the roof.

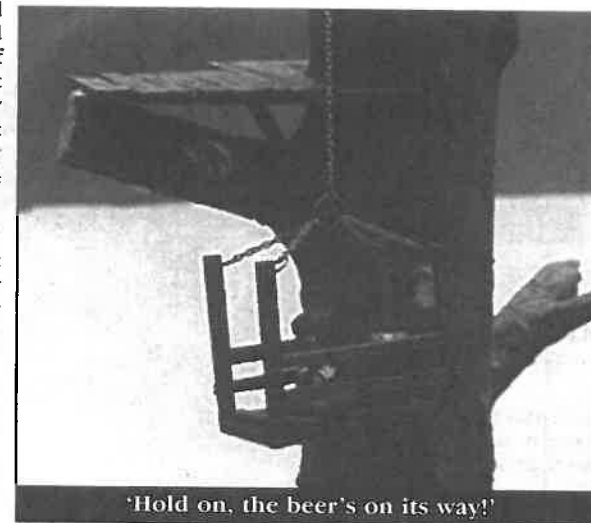
I then cut card into strips, cutting along the length with a sharp knife to make the tiles; which were then glued in place. Where they joined together I glued a thin strip of card to cover the join (I'm not sure what this is called on proper roofing, but I'm sure that someone will tell me). At the very top I applied a birthday cake candleholder upside down to finish it off and make it look neat.

The final thing I had to construct was a winch-lift so that my trusty Halfling defenders could man (or should that be 'Halfling?') the palisades. Again, the basic framework was made with balsa, with two plastic cart wheels glued back to back for the pulley. Another hole was made in the tree to house the lift chain. The lift box itself was a simple

rectangular shape (made out of... you guessed it!), with some rings made out of fuse wire wrapped around a brush handle, fixed to the top post on each corner of the lift box. These were then connected to a chain, which in turn was connected to the main lift chain.

The last finishing touches before painting, were to score the balsa burrow door with a pencil or the back of a modelling knife, to make the planks. A small strip of paper wrapped around a fuse-wire ring completed the doorknocker. I put a small cross of balsa into the burrow window to make the frame and another plank door was added halfway up in the hole I'd made earlier.

That was the construction completed (phew!). The painting was a lot easier. The entire model (except for the roof) was undercoated in *Besital brown* with the tree and house being highlighted up to a *Vomit brown*. The earth was highlighted with *Besital brown* and then *Skull white*. The roof was undercoated with *Dark Angel's green* and



'Hold on, the beer's on its way!'

then highlighted up to *Goblin green*. The inside of the windows was painted *Enchanted blue*, with the doors being *Red Gore* through to *Blood red*.

The last thing to be applied was the static flock (which is simply great stuff), which I put on quite liberally but leaving patches so that it doesn't resemble a snooker table, and then odd tufts of rough string painted *Goblin green*.

Well, that's about it, if I've forgotten to mention anything then do forgive me, I've still got to tell you about my Praetorian command car, 40k scale Squiggoth, Gorkamorka quad, Imperial supply lorry, 'what? No put me down I don't want to go I've not finished yet!'

A long nap, the odd grunt and several coffees later...

Praetorian Guard command car

Well, I managed to get back to the keyboard between projects so here goes...

One of the sad things about being an obsessed modeller is that nearly everything you see has potential, you just can't throw anything away;

how many bottle tops and odd looking bits of plastic have you got in your bits box?

One day, I found myself looking around a toyshop, as you do, and I found a metal toy jeep (1/43 scale). I was stunned, wow! This simply had skips-full of potential, and so it had to join my bits box.

When the Praetorian Imperial Guard miniatures came out I had to get them ('don't shoot till you see the whites of their eyes men' an' all that...). One of the casualty figures was leaning on his elbow, and he looked as if he was relaxing! I could see the jeep out of the corner of my eye, just screaming for attention, so I sat him in the driver's seat, and it didn't look half bad. That was it, I was firing on four cylinders and raring to go. I started feverishly looking around for other bits to go with it. The gunner body was perfect for sitting in the back seat, I snipped a piece from the back of each of his knee's and bent his legs to a better angle for sitting.

The next figure was the officer, for whom I used the Lascannon operator, cutting him in half at his belt. Then I snipped the Lascannon from his back and filed down any rough bits



Gorkamorka Nob

that remained. Then I made the back of his epaulettes with green stuff, using the same technique as above for another set of gunner legs, which I fixed onto his body - perfect.

I still needed a weapon for the vehicle, and I was saved when I saw the Space Marine Attack Bike Heavy Bolter, this fitted perfectly with just the addition of a small square of balsa to give it enough height. The last addition was a comm link fixed to the back of the officer's seat. The original wheels were removed (cos they looked dinky and daft!), and replaced with some GW small plastic wheels. In no time at all the construction was finished.

The figures were painted the only way you can paint Praetorians, red jackets, blue trousers, with white pith helmets (hurrah!). I tried a camouflage scheme on the car, but it looked ridiculous what with the crew in their parade uniforms, so I settled for *Dark Angel's green*, highlighted with *Snot green*. With a last minute addition of some florist's wire and a command pennant, it was finished.

Huge Gorkamorka Nob

This is one of the easiest conversions I have ever done, all you need is one of the Ogryn bodies, with an appropriate arm, then the head of one of the Gorkamorka Nobs. You simply fix the head onto the body although it

may need a bit of filling. The only other thing was that it needed a smaller base to fit into vehicles, so I fixed mine to a standard round base. A mean looking Nob in no time!

Bionic boy

Again, another really simple conversion. All you need are the Gorkamorka biker body, a set of bionic legs, and two arms from some Necromunda Pit Slaves. Fix the body to the legs, and then decide which arm you want on which side of the body. I used the Claw arm on the right and the Buzz saw on the left. The left arm will need filing flat on the outside as most have various spikes and knobbly bits on them. Fix it to the body then make a spike or something out of green stuff to cover the original hole.

Tom had been waffling solidly for several days now and the strain was begging to show on your otherwise unflappable bunker dwellers...



Bionic Boy

Squiggoth

One thing I envied Epic players for was the Squiggoth. I realised that there would not be a metal one for Warhammer 40,000, I mean, just think how heavy that would be?

Another toy with terrific potential turned up in the shape of a plastic dinosaur. It was a brontosaurus and looked to be the right size for what I wanted.



'Now why didn't we have any of these in the Zulu war?'



Ahh! Tom's little Squiggoth!

I first cut off the head and tail, the tail was then put where the head had been (?! - Ed), as it was roughly the right shape I wanted for the head. After fixing it on with my trusty hot glue gun, I then covered the tail hole with wire mesh. The next step was to cover it with air hardening modelling clay, at this stage I just needed a thin coat. After this was dry I then added small amounts of clay - modelling the fur. The head was next up and this was also done in stages, building the tusks and the basic shape, then the detail was added later.

When I finished modelling the head, the howdah was the next stage; I wanted to get the most use out of the Squiggoth, so I intended to make several howdahs. First, I had to fix a square of balsa onto the back of the Squiggoth which would be the base onto which all of the howdahs would fit, the bottom of the first howdah being the same size as the base. The bottom then had walls

fitted around it; this box would then slide over the base. I scored the box with a pencil to look like planks, and after this I glued shields around the outside.

The Warhammer 40,000 howdah was next. I used the same technique as for the first, but this time the box was fully enclosed, with the sides sloping inwards. Then a tube was glued to the front with a larger sized tube fitted over the top of this, to represent the cannon which had to look big and nasty. Next, a small dome was stuck onto a small tube for a gun turret with the guns off the back of the Ork bike fixed to the sides. An observation slit was made from plasti-card. The back door was made from a Gorkamorka dangle I picked up from the local store. The whole thing was then covered with irregular plates of plasti-card and rivets were added giving it a very Ork look.

The painting of the Squiggoth involved all the shades of brown I could muster (*On the Vindaloos again Tom? - Ed*). The Warhammer 40,000 howdah was sprayed black, then dry brushed with *Chainmail*, when this was dry I washed it with *Brown ink*. I picked out odd plates in red or green then dry brushed *Chainmail* around their edges. I'm still not happy with the fantasy howdah I think it needs something more.

I'm all waffled out for now, time to go back to the Commissar conversion I'm working on at the moment. I'll sneak away before they realise I've got more to tell. Now where's the glue gun?

I remember coming around, lying face down at the keyboard, and Tom was still going strong...

Praetorian Commissar

After getting in a froth about the staff car I wanted to do something else a bit special. I used the body of the Commissar with the Hussar greatcoat and carefully removed the head, making sure not to damage the collar. I then added a Praetorian head. The next thing I did was to replace the sword arm with the

Boltgun arm off of another Commissar. This, of course, needed a sleeve to represent the greatcoat sleeve, and I made one out of modelling putty. The model was then painted as I paint all my Praetorians: red tunic, blue trousers, this one however had masses of braid so I painted it in orange down to yellow and picked out the buttons in gold. The greatcoat was painted in *Red Gore* up to *Blazing Orange*, with blue trim. Another stunningly simple conversion. I tend to find that simple conversions can sometimes look as good as the more complicated ones.

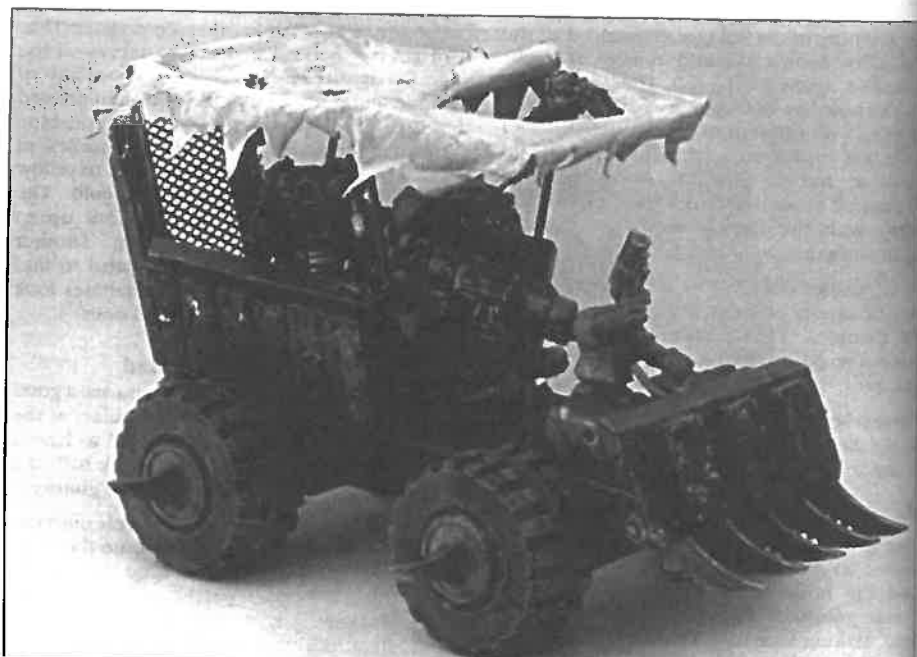
Gorkamorka Quad

This is, again, another case of if you see a good idea nick it. One of the other regulars at the local store had made one, so I had to have a go. I started by cutting off the back half of a Wartrak, leaving enough space for a gunner.

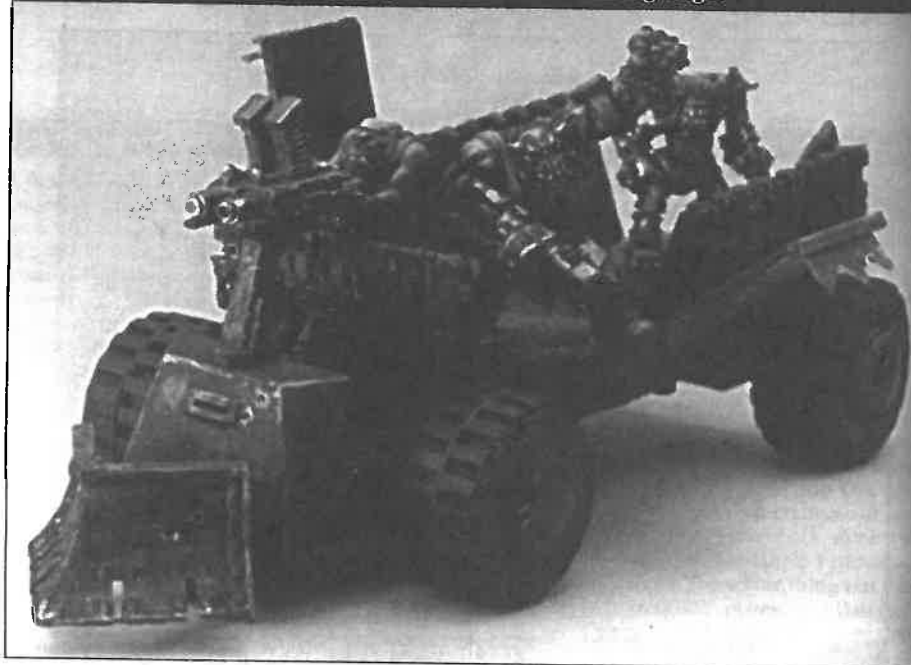
I then stuck two large plastic wheels onto the chassis. The front half was fixed onto the back, with two more large wheels onto the outside of the forks; there are holes conveniently placed on the outside. I then cut off the rear mud flap from the discarded back section and placed this between the front forks, partly to hold them apart, and partly to fill the gap.



Four wheels are better than three!



It's mad what you can find in Tom's garage!



For the rider I used the body of the buggy driver, with the legs from the original kit. With one arm at the controls, and one arm holding a shoota, this finished the rider. I wanted the gunner to look as if he was in action, so I used the body, legs and head from one of the plastic Oak boyz, with the arms from the standard gunner, and a little bit of putty I placed him on top of the track guard as if he had just jumped up to get a better shot when going past his target. I chopped the magazines off of the heavy shootas and the front of the shootas were replaced with the flamer accessory (from the Imperial accessory sprue), and then placed the gas cylinders on top. This looks pretty good as a scorcher I thought.

Why did I let anyone talk me into this?

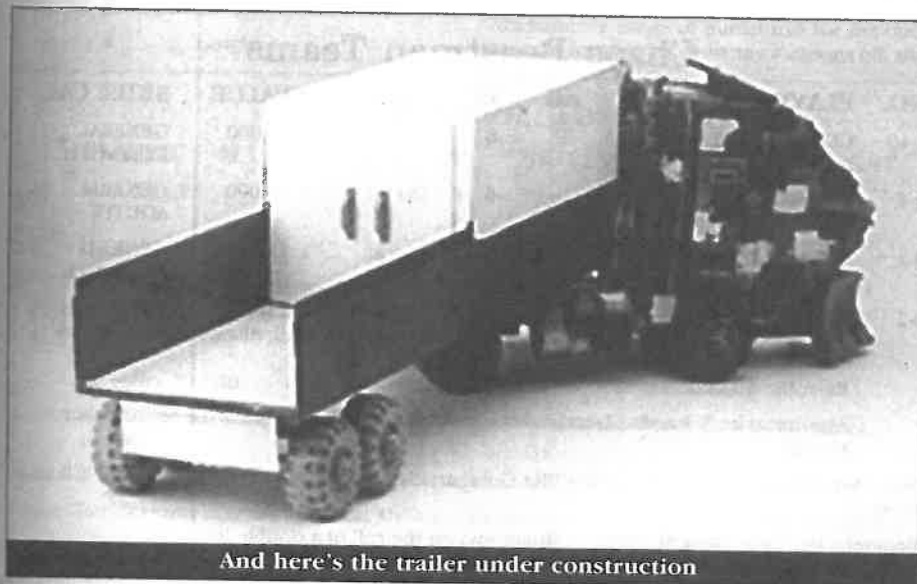
...What? huh, is he gone?



More from Tom's motor pool...

Ahem! There you go, madness incarnate and some of the coolest modelling we've seen. So, if you reckon that you're a bit of a frother and a dab-hand with a glue gun, send us some pictures of your models and get waffling.

(Check out Tom's models on the colour pages)



And here's the trailer under construction



Chaos Blood Bowl Teams

by David Kay

David from Brisbane, Oz, is no stranger to the hallowed pages of the Journal as you will recall his article 'Dangerous Dwarfs' from Journal 25. David has been playing GW games for absolutely eons, in fact ever since Talisman came out (he can even remember Blood Bowl first edition with Mega-City Fatties!). Being an avid Warhammer player he fields an immense Beastman army and was inspired by Tuomas's new Chaos army to update the Blood Bowl team list to bring it into line because he says it just didn't look right any more. Dave likes nothing better than to play a game and gaze longingly at beautifully painted miniatures, unfortunately they tend to be other people's!

With the release of the new Realms of Chaos book, the 'mixed' Chaos Blood Bowl team doesn't seem quite right anymore (well, not to me, anyway!), so I've come up with two separate team lists, one for the Beastmen and one for the Chaos Warriors.

Beastmen Teams

From the deep forests and rocky crags of the Old World, the Beastmen gather. Sometimes they gather to play Blood Bowl. They're quite good at it, too. Gors form the bulk of the team

whilst the elite Bestigor take on the roles of the Blitzers. Young Ungor are used as Runners, and often huge Minotaurs join in the fun for the prospect of a good meal - usually the other team!

Chaos Warriors

Chaos Marauders, like their Norse cousins, are fanatical players of Blood Bowl. Every tribe has at least one team, and there are many local leagues and competitions. It is the Chaos Warriors who play in the wider leagues, and

Chaos Beastmen Teams

NO.	PLAYER	MA	ST	AG	AV	SKILLS	VALUE	SKILL CAT.
6-16	GORS	6	3	3	8	Horns	60,000	GENERAL STRENGTH
0-4	UNGOR	6	2	3	8	Dodge	60,000	GENERAL AGILITY
0-2	BESTIGOR	6	4	3	8	Block, Horns	110,000	GENERAL STRENGTH
0-2	MINOTAUR	6	4	3	9	Mighty Blow, Wild Animal, Thick Skull, Always Hungry, Horns	110,000	STRENGTH

Re-rolls: 60,000

Apothecaries/Wizards/Cheerleaders/Assistant Coaches: Same cost as for other teams.

Note that Minotaurs are from Jervis's 'Big Guys' article (and follow those rules). Well, if it ain't broke...

Beastmen may take Physical Abilities (Mutations) on the roll of a double for a skill.

Chaos Blood Bowl Teams

they take the best players from the tribes to aid them on the field. The Warriors keep order amongst their players, who are often from rival tribes, by reminding them they are all playing for the greater glory of Chaos (and if that fails, by a sound kicking!). The Ogres of Norsca often join these teams, as well, because the pay and food are good, as is the violence!

Every Chaos Warrior team must have at least one Chaos Warrior on the team roster at all times. If there are no Chaos Warriors on the roster, you must buy one as soon as possible. Whilst playing, if there are no Chaos Warriors on the pitch, all Marauders play at -1 MV and -1 AG (to a minimum of 1) to represent the discipline that creeps in without the steadying influence of a Chaos Warrior.

Marauder *Special* Skill

As the Marauders in the team have come from many different tribes, they could have any number of different skills, depending on their training. To represent this, after you have purchased a new a Marauder, roll a D6 on the following table, to see which skill he has:

D6 Roll	Result
1.	Block
2.	Sure Hands
3.	Dodge
4.	Catch

5. Pass

6. Dirty Player

Chaos Marauders can choose from General skills only. However, any Marauder who starts with *Dodge* or *Catch* may also choose from Agility skills. One that starts with *Pass* may also choose from Passing skills.

So, What about Daemons?

Well, if you want to form a daemonic team, good luck! The rules for the daemons are contained in Andrew Hall's excellent 'He Plays Like A Daemon!' article. Just remember you can only have daemons from one Chaos God on each team. To give yourself a choice, you might like to add Chaos Spawn to the list:

0-5 Chaos Spawn

Chaos Spawn MV ST AG AV Cost

D6 4 1 10 100,000.

Skills: *Stand Firm*, *Multiple Block*

Roll a D6 each time you want to move a Chaos Spawn to see how many squares it may move this turn. Chaos Spawn can never 'Go For It' and cannot take the *Sprint* skill. Happy now? Good!

'Conversion Ideas

How do you represent these new team members? Well, simply plunder the existing Warhammer range of miniatures for the ones you are looking for. Snip any weapons off, and

Chaos Warrior Teams

NO.	PLAYER	MA	ST	AG	AV	SKILLS	VALUE	SKILL CAT.
6-15	MARAUDERS	6	3	3	8	*Special*	60,000	GENERAL STRENGTH
1-4	CHAOS WARRIOR	5	4	3	9	None	100,000	GENERAL STRENGTH
0-2	OGRES	5	5	2	9	Mighty Blow, Thick Skull, Bonehead	120,000	STRENGTH

Re-rolls: 70,000

Apothecaries/Wizards/Cheerleaders/Assistant Coaches: Same cost as for other teams.

Note that Ogres are from Jervis's 'Big Guys' article (and follow those rules).

Chaos Warrior teams may take Physical Abilities (Mutations) on the roll of a double for a skill.

they'll be fine for the Blood Bowl field! The existing Chaos team boxed sets have a good selection of miniatures for both the Chaos Warriors and the Beastmen, so don't forget to use these! The more different types of miniatures you have in your team, the more 'chaotic' it will look.

Using the new Chaos Teams

The teams were tried out against each other and also against Humans, Orcs, Undead, Wood Elf and Dark Elf teams. Overall, the new Chaos Teams fared well and my opposing players never felt that they were being overpowered by an inherently superior team. The Beastmen proved to be very efficient at getting the ball, but without any Ungor were absolutely useless at getting it anywhere. Most people considered the Minotaurs more a liability than a strength! Bestigor blitzers backed up by Gors and especially the Ungors made a winning combination.

Dice rolls being what they were (especially mine!) Chaos Warrior team tactics often had to depend upon the spread of skills that were possessed by the Marauders. If there were plenty of *Block* skills rolled, it became a hard hitting team, whilst a combination of *Catch* and *Pass* altered the team's strengths dramatically and therefore changed the entire feel of play. My mates particularly enjoyed the random, chaotic feel of this team. No one played any less than three Chaos Warriors in

their teams just to safeguard against the effectiveness of their Marauders slipping should all the Chaos Warriors be killed or injured. With the variety of skills provided by the Marauders and after just a few games by the Chaos Warriors, no one bothered fielding any Ogres although the option is always there.

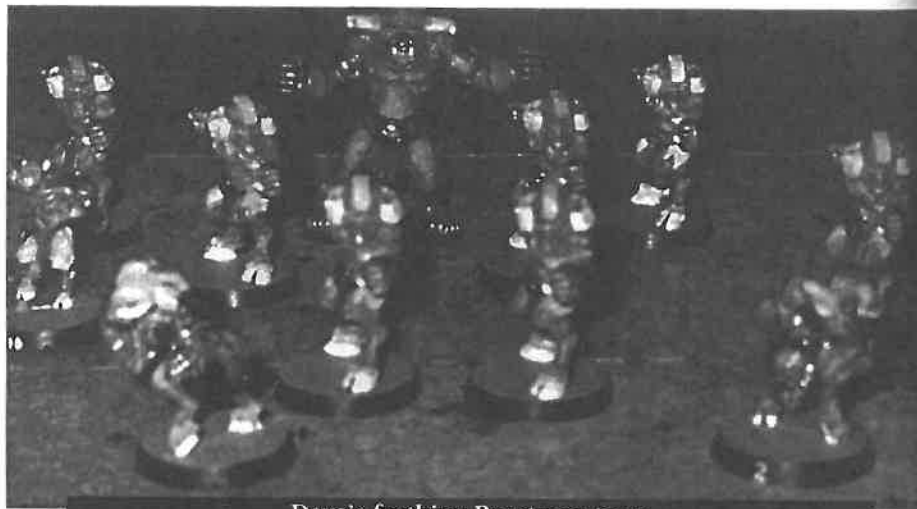
Here's a couple of sample teams that I used during my playtesting:

Beastman Team

2 Bestigor.....	220,000
7 Gors.....	420,000
1 Ungor.....	60,000
1 Minotaur.....	110,000
2 Re-rolls.....	120,000
1 Apothecary.....	50,000
2 Fan Factor.....	20,000

Chaos Warrior Team

4 Chaos Warriors.....	400,000
7 Marauders.....	420,000
(3 with <i>Catch</i> , 2 with <i>Sure Hands</i> , 1 with <i>Block</i> and 1 with <i>Pass</i>)	
2 Re-rolls.....	140,000
4 Fan Factor.....	40,000



Dave's frothing Beastmen team



Unfair Tales from the Battlefield

How to run a balanced Warhammer campaign

By Riccardo Nagliati

Riccardo is a rugged, Tilean chap from Ferrara, Italy, and has been playing Blood Bowl and Warhammer for a number of years now. He is the same bloke that brought you the Tilean Blood Bowl League from issue 19 and the Blood Bowl Compendium, and is constantly bombarding the hard-pressed geezers at the Journal with his work. This time he's sent us an article based on his experiences playing in a Warhammer Campaign and the tournament rules he has devised. However, it still sounds a bit like a Tilean having a winge!

It all began some months ago when a new games store was opened in my town. The owner was a Warhammer fan who had already collected a complete High Elf army but with little experience in the game itself.

Very soon, hordes of enthusiastic gamers started to attend the shop, many of them were beginners and Max (the owner) decided that the best way to teach people the rules was by running a campaign. The project was happily accepted, especially when Max decided to reward the three best ranked players with gift vouchers to buy Games Workshop products in the store.

Running a campaign is not a very difficult task but has to be fulfilled with equity and wisdom. The basic idea was borrowed from the Thorinsson's Island scenario from White Dwarf in which a group of players land on different shores of an island; as they move on to explore the land inside they find new territories, strengthen their armies and meet some opponents they have to fight with.

We thought that a dozen players would be well suited for this first experiment: each of them was randomly generated three free territories and a 1,500 points basic army. The only limits set were no special characters, no unriden monsters nor allies allowed.

All the games were to be played in the store and Max himself was the umpire of the campaign: as he did not participate in the competition he was likely to be impartial and everybody would trust him.

In theory, in a Warhammer battle both opponents should have the same chances of victory; this is only partially true because some armies are more powerful than others, especially when led by particularly cunning generals.

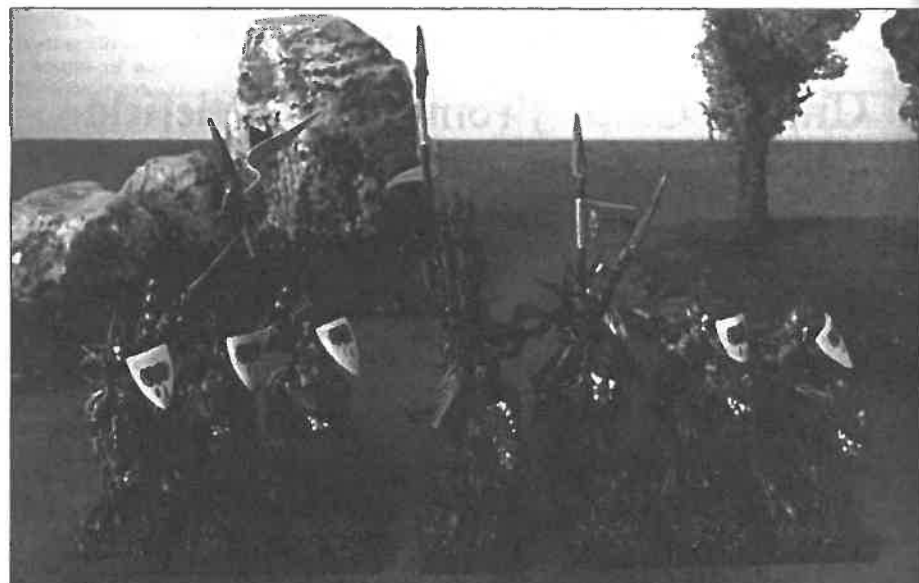
Every good player knows very well his troops' advantages and weaknesses; so when he chooses his forces he must try to maximise his strength and prepare for the worst should his adversary be particularly lucky!

Tactics, Magic Items, Standards, Musicians, Rank Bonuses, characters, special troops and spells are all carefully taken into account if you want to blow the horns of victory! Nevertheless, there are some cases in which all this is not enough and you have to surrender to the events. I'm going to demonstrate this by telling you what happened during our multi-player campaign and the possible ways to counterbalance it in order to make Warhammer battles much fairer and consequently a lot more fun.

WHICH ARMY?

Whenever it comes to choosing an army for a battle, I always encounter difficulties as I possess four different armies. Some are more suitable for a tournament than for a campaign (Chaos, for example, because it can't take much advantage of certain territories such as forests or mountains) and I always want to pick up the right tools for the job!

So, I immediately put aside the idea of using my Chaos army also because the new rules



The maliciously evil Cold One Knights looking for someone to be spiteful to

have completely upset my older forces of Evil turning them into a mighty but meaningless, warband of daemons, knights and beastmen wandering in the Chaos Wastes.

The next option were the High Elves, my first and only love, but I had played so many battles with them that I thought my Ulthuan warriors deserved some rest.

After that, I considered my Orcs and Goblins but my heart was still bleeding from the wounds the Greenskins suffered in last year's Italian Grand Tournament and I did not want to repeat such a painful experience. Finally, I decided upon Dark Elves. They were a good selection: a pretty small but efficient army with a good mix of high quality troops. I knew that the army book had not been updated yet and that they would probably have their work cut out for them, but I had not used them much and it was time to try them out.

My army began the campaign with the usual 1,500 pts, one magic item up to 50 pts, and three territories which allowed me to include a Sorcerer Champion, a Champion and 10 extra pts. It really was not much to start with but almost every day we could move onto the map and add a new territory or meet another army to clash with.

SOTEK'S RAID

I had my first encounter very soon: a Lizardmen army was slowly but inexorably descending from the North and crossed my path. Would those slick, sluggish creatures resist my skillful, wicked warriors? I was aware that Lustrian hordes are tough, dangerous and incredibly stubborn enemies so I tried to build a suitable army to deal with the oncoming threat. My Dark Elf force was almost complete (with the only exception of the Dark Riders and the Cauldron of Blood which had not been released in Italy yet) and I could even field a *War Hydra* ridden by a Sorceress! This was the best thing I thought of to cope with a Stegadon or a Kroxigor!

My biggest problem was the awful lack of magic items: I only had two of up to 50 pts. This sounded particularly bad as I was used to playing tournaments and my armies were always stuffed with magic items and standards (*It sounds like the Beardy has been shaved - Ed*). Then I had to reduce my choice to a couple of them. After long meditation the answer came, my general would carry the *Sword of Swift Slaying* because he was on foot and an Assassin had the *Black Gem of Gnar* (*Boo, Hiss - Ed*) which I would hopefully use to lock up the Slann Mage Priest with!

I had been told that my opponent was a bit of a rookie, but when he deployed his army I found that it surpassed mine by more than 250 pts (his territories mostly consisted of roads and passes). Well, at least I got the first turn!

Now I don't want to bother you with a dull battle report, it is not the main goal of this document and I will only tell you the highlights of the games.

Well, my cunning plan worked as I locked-up the Slann Mage-Priest with the *Black Gem of Gnar*, but not for long as he rolled a six in the very next turn and returned angrier and more vengeful than before! The Lizardmen were arrayed in deep ranked formations outnumbering my pretty slim units, this combined with their natural resilience and stubbornness to all psychology tests (remember they are *cold blooded* creatures) meant that I lost the game. On top of this, my War Hydra only managed to toast a unit of skink skirmishers and to add insult to injury, my proud general was slain by a damned Kroxigor.

THE QUEST

Losing the very first game is seldom vital



Come here little boy...

during a long campaign but as a result of my defeat I had lost one of my precious magic items! I thought I'd better try to evade my enemies until I got something else to equip my army with and I started to move into empty territories instead of searching for a fight.

The biggest opportunity to reinforce my army came with the Quest. It was a device invented by our Umpire to force players into combat. It worked like this: he wrote a newsletter announcing the discovery of some magic artifacts hidden in mysterious temples, lost in weird black woods, or lying under arcane stone circles; all of the players had to choose one of these strange places and investigate. It was a risky task: the winner of Quest could be rewarded with a precious bonus or could simply find nothing! For example, the player who chose to explore the Black Wood met three more opponents; they fought and the ultimate winner got a 75 pt magic item and 10 victory points.

DEAD MEN WALKING

As a result of the Quest I clashed with an Undead army led by a friend of mine whom I have always known to be an honest, trustworthy player (he has a Bretonnian army too). However, I was a bit worried by those fearful, pallid warriors that firmly refuse to rest in their graves. Once again I had to solve the magic item shortage and organise an army that would give me some chance of winning the battle. This time I completely changed my tactics because Skeletons and Zombies, with low Toughness, are quite fragile to shooting. I included a Repeater Bolt Thrower and a large City Guard unit. Then I remembered that Undead cause *Fear*, so I took a small but fast unit of Cold One Knights and the essential Witch Elves (*Frenzied* troops are immune to psychology). Finally, I summoned as many Wizards as I could and fielded two Champion Sorcerers and a single Sorcerer that I equipped with the inevitable *Black Gem of Gnar*. I knew that in the Dark Magic deck there is *Witch Flight*, a power one spell that allows the caster to teleport himself anywhere on the battlefield, even into close combat if necessary. So, not only did my three Wizards permit me to store a lot of magic cards at the end of the magic phase but, most of all, broadened the chances of picking up the right spells!

I was lucky enough to select the most useful spells I needed, but my opponent had the first turn. His general was a Vampire Count, which meant that he surely had the *Carstein Ring* making him practically impossible to eliminate. What I did not know was that he also carried the *Forbidden Rod* (Yab! Bool Hiss! – Ed) a magic item that can turn the Magic Phase into a real nightmare! This, combined with the possibility of choosing spells instead of taking them at random, meant that he was going to tear my army to pieces. In fact, my loving Witch Elves were targeted with *Curse of Years*, a Necromantic spell that I never managed to dispel in later turns and that doomed them all to death by old age!

However, I had an ace up my sleeve and my Sorcerer with the *Black Gem of Gnar* plummeted on the Vampire from the sky and locked him in time for three turns! In the meantime I managed to wipe out a crowded unit of 40 Skeletons including a Wight, a Carrion and some of his Mummies.

Unfortunately my general was in the Witch Elf unit and could not bear the effects of such a nasty spell! At that moment all my regiments had to take a *Panic* test. It was not too much of a problem for all Elves have a high Leadership, but my Harpies would hardly pass it. As they were flying high I thought they were too far from the battlefield to be worried but the Umpire did not agree and forced me to test. Needless to say, the foul flying creatures did a runner. Now, a second question had emerged, what did they have to do then? Nobody could find a solution to this embarrassing problem, so the Umpire decided that they had to land from the taking off point and start fleeing (*It is generally accepted that if a unit is flying high and, for whatever reason decides to flee, that it is automatically off the table* – Ed).

In the fourth turn the Vampire Count came back, got rid of my poor Sorcerer and cast his last spells but to no avail. The game was about to end and I just had the edge over my opponent. I charged his mummies with my Cold One Knights but they proved too tough for them. In the very last turn of the Magic Phase I cast a spell on them but my adversary showed me a Rebound card with a grin, dispelled it and in return cast one of his own deadly spells slaughtering all of my Cold One Knights!

When we analysed the final score I had lost 9 to 8! The Victory point lost was from the Harpies which were forced to flee by possibly an incorrect interpretation of the rules made all the difference! Nevertheless, if I had not blocked the Vampire Count for some time the final result would have surely been much bloodier for me!

This second defeat in a row did not dishearten me at all as in Warhammer luck is almost as important as strategy and you must accept a bad dice roll with a smile, at the end of the day it's just a game!

In the following moves on the map I collected a pass and a road, which increased my army size by 120 points and I found another Sorcerer Champion.



A fearsome War Hydra

THE DARKNESS HOUR

A few days later I had to fight against another Undead army that had invaded one of my territories. It was led by a another friend whom I had already met several times and whose playing style was particularly tricky and crafty. He used to win games more thanks to some nasty combinations of Magic Items and not for his brilliant strategy (*Sound the Beard alarm* – Ed).

A good knowledge of your foe is sometimes very important, especially when faced with such a cunning opponent. I was aware that if I wanted to win I had to prevent him from taking too much advantage in the Magic Phase. Thus I decided to field all my Sorcerers: even if their level was lower than that of his Necromancer I could store more magic cards and get lots of spells.

The distressful experience in my previous game discouraged me to include the Cold One Knights again and I chose to build up units that would bear casualties more easily. As missile fire had given excellent results against Skeletons I decided to swap the Cold Ones with a big unit of Black Ark Corsairs. Next, the focal point was, as usual, which Magic Items should I choose? Most Undead power relies on the Magic Phase: *Vanhel's Danse Macabre*, *Summon Undead Horde*, *Raise Dead* and *Summon Skeletons* are all spells used to move, march, charge or restore units. *Drain Life* and *Curse of Years* are much more lethal, often battle winning spells. As a result I thought that the best way to weaken the Necromancer's power was by preventing him using his spells. So I gave one of my Sorcerers the *Cloak of Mist and Shadows* and *Aldred's Casket of Sorcery* so that he would be able to move quickly and steal spells from the Undead general.

This brand new strategy would not assure me a certain victory but could at least boost my chances. The day of the game came and my opponent deployed almost his entire army in a wood and a building and left out only a unit of Ghosts. This cowardly but effective strategy allowed him to protect his troops from missile fire and left his Skeletons in a standby position (they are immaterial beings that can pass through buildings and woods with no penalty) ready to charge my units should the need arise. I had the first turn but with nothing to shoot at and no enemies in sight I couldn't charge his Vampire Count who was hidden in a building. In the Magic Phase I even picked up the Total Power card and cast *Malediction of Nagash* on his General only to see its effects cancelled by a subsequent *Drain Magic* card.

The bitterest surprise came when I soon discovered that his Vampire had the *Forbidden Rod* (*What is this, are all Italians the bearded creatures around?* – Ed) and

cast *Curse of Years* on the Witch Elves. I had carefully avoided including characters in my units so they could not be targeted by spells but there was no hope against such a powerful opponent. The whole game went on this way, with my units suffering a lot of casualties because of spells I could not counter and I was unable to harm an invisible enemy!

Final outcome: I lost 3 to 0. There had been no close combat and I think it was the most boring and frustrating game in my life!

After that battle the Umpire decided to ban the use of the *Forbidden Rod* in the campaign (*Hooray! Result at last* – Ed).

Even if my army had not performed well and was still at zero points in the winning chart I was far from giving up playing in the campaign; I really am an obstinate fighter and I wanted to test my Dark Elves.

LUSTRIAN NIGHTMARE

The next game was against another Lizardman army. I had learnt from my previous, unpleasant, experiences that if I wanted to win I had to array the most powerful troops I could. So, I called to arms a bulky unit of Black Guard of Naggaroth, Cold One Knights (a fast, hard-hitting unit), the indispensable Witch Elves, a Repeater Bolt Thrower, a Witch Elf Hero on a War Hydra equipped with the *Ogre Blade* (+2 St), but this time I limited the presence of Wizards to just one Sorcerer Champion because I had no points left to spend. Finally, I gave my general the *Executioner's Axe* and the *Black Amulet*. I thought that it was the only way to get rid of a Stegadon or the Slann Mage-Priest himself.

In fact, a character with a Toughness of 5 and 6 wounds is virtually impossible to kill with ordinary weapons anyway and if you want to have a chance you must use Magic Items.

After deploying, I discovered that my opponent's army was just the same size as mine at 1,700 points.

'Well,' I thought, 'a fair game in the end!' I was wrong, of course, because a simple 50 pt Magic Item made all the difference and completely subverted the battle. So what was this unbalancing item? It was the terrific *Plague of Dominton*, a bound spell which allows all Lizardmen to strike first in combat. My adversary cast it four times and I could not

dispel it. I had to bite the bullet and see my fragile Elves battered through the whole game! On top of which, when my general found himself face to face with a Stegadon and had the opportunity to slay it with his lethal weapon he miserably rolled a one!

Well, I lost the fourth game in a row and now the gap between me and the top chart players was too wide to even try and make up. Despite this new defeat I was quite glad because in the next move on the map I found a territory that permitted me to include a Sorcerer Lord and a Magic Item up to 75 pts.

ORION'S WRATH

The following fight took place in another Quest: I was to face a Wood Elf army. Each game against a different army meant new problems to solve. This time I was likely to confront very tough creatures like Treemen and Dryads and the deadly power of Wood-Elven archery.

Against missile fire I equipped my general with the Ruby Chalice and deployed him in the most vulnerable unit. Then I decided to play my opponent tit-for-tat and mustered all my shooting troops: Black Ark Corsairs with repeating crossbows, the City Guard and a Repeater Bolt Thrower. Unfortunately I had no answer to the 'walking logs' problem, enemies with Toughness 7 are too much for the average Strength 3 of Elves. Thus I decided to compensate this with magic and put my potent Sorcerer Lord on the back of a Cold One both to fully exploit his *Book of Secrets* and get a +1 Save. The second Sorcerer carried the *Black Gem of Gnar* (Now there's a surprise! - Ed), if I can't kill a Treeman I thought I could lock it in time at least!

My opponent's army was much bigger than mine so I had the first turn in which I managed to destroy a chariot and started to cut down his archers. This slight advantage did not last long, for the very first spell he cast was *Assault of Stone* which had a catastrophic effect on my army, it wiped out all of the Witch Elves and most of the City Guard.

This is a typical example of how destructive a power three spell can be! The loss of two units spread *Panic* among my troops many of whom turned tail and started to leave the battlefield. Moreover, my Sorcerer Lord was charged by the Wood Elf general on a Griffon

and his Master Mage on a War-Hawk - he was dogmeat!

At the end of the game the ground was soaked with Dark Elf blood. The carnage had been so thorough that none of my warriors survived to see another dawn.

As you have seen, the effects of potent spells or nasty Magic Items in all of these aforementioned battles completely upset the balance of the game. It is evident that playing under such bad conditions may be frustrating and deceiving. I think that there is nothing worse than watching helplessly as your opponent destroys your troops in a flurry of spells, Magic Items, knightly virtues or whatever! During our Campaign we made some changes in order to limit the power of Characters or Magic Items but I think that there is still much to do if you really want to run a balanced Campaign.

Here follows the agreed limitations that we now use which have been devised upon play-testing in our campaign. I hope they will help you to play battles in which both players have the same winning chances.

SUGGESTED LIMITS

1. No power three spells.
2. No magic items over 50 points.
3. No Necromancers and Slann Mage Priests over level two.
4. No special characters, Greater Daemons, unriden monsters or allies.
5. No more than 10 territories.
6. A player cannot possess more than two territories of the same kind: i.e. no more than two bridges, towns, trade routes etc.
7. The winner is awarded an additional 4 pts if the victory is by more than 10 V.pts.
8. The winner is awarded an additional 3 Vpts. if the victory is by more than 5 Vpts. but less than 10.
9. The winner is awarded an additional 2 Vpts if the victory is by less than 5 Vpts.
10. In the case of a tie both players get 1 point each.
11. No pts. are given for a defeat.
12. The following Magic Items are forbidden: *Dark Mace of Death*, *Executioner's Axe*, *The*

Carstein Ring, *Black Gem of Gnar*, *Cloak of Feathers*, *Heart of Woe*, *Helm of Many Eyes*, *Plaque of Dominion*, *Staff of Damnation* and finally the beardiest of them all, *The Forbidden Rod*.

SUGGESTED NEW RULES

During our Campaign a number of situations emphasised certain weaknesses and loopholes in the rules which may occur (and this happens quite often) and may alter the outcome of a game. The first example is when a model or a unit is in a wood: it can't be charged nor shot as you can't see it; the only way to wound it is with spells that don't need a line of sight. This seems an unrealistic situation as a wood does not provide such a complete protection and may be destroyed itself with various kinds of attacks that would cause the automatic destruction of models hidden in it. Consequently, we assumed that a wood has a Toughness of 8 and 5 wounds (it's obviously immune to all psychology!) but sustains double number of wounds if attacked with flames or fire (spells included). When it is destroyed, all the models inside are automatically killed with no saves or wards allowed! This represents the logs falling down and crushing the unlucky troops! (Isn't that just a little over the top, don't they even get an Initiative test? - Ed)

This rule would prevent coward players from

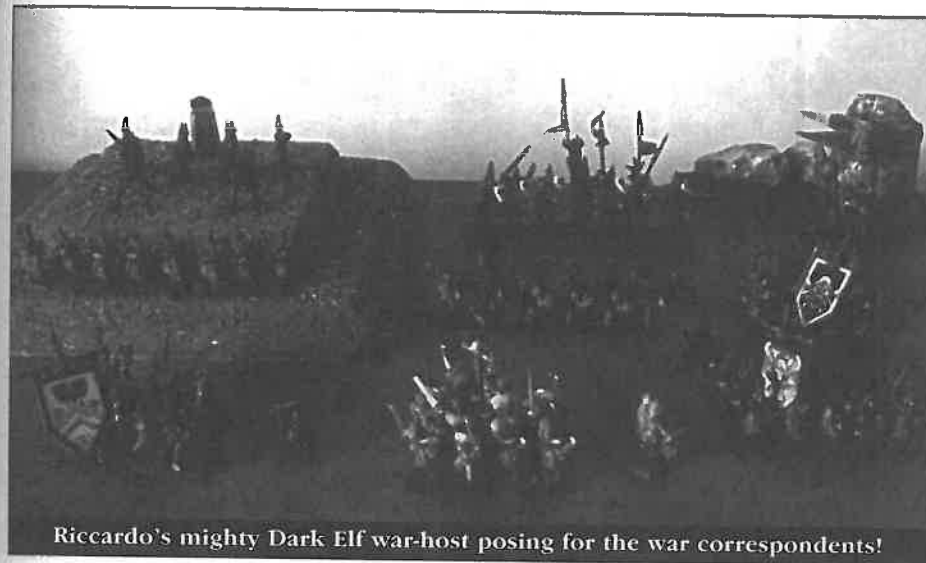
concealing Characters in the woods and basing their strategy on tricky devices or/and spells.

Another situation that seems quite unfair is when a large monster is slain but no Victory points are awarded if the rider is still alive (I am referring to monsters on the ground, of course!). Some huge creatures such as Giants or Treemen have a template representing where they fall, unfortunately many other monsters don't. I think that a Stegadon which can be ridden by 11 skinks and/or a character: that is killed would fall down and cause 1D3 wounds automatically on the crew caused by the ground and it's immense weight with no save (but wards still allowed).

Well, that's all for now. In the future I will tell you about our next campaign with all the necessary changes. Please send your any comments to:

Riccardo Nagliati,
Via Maria Bellonci 21,
44100 Ferrara,
Italy

If you've taken part in any tournaments lately and have come up with your own tournament restrictions then why not tell us about them. We're always interested to know how you interpret game balance - Ed.



Riccardo's mighty Dark Elf war-host posing for the war correspondents!

CONVENTION REPORT



Just recently we held our very own special event at Head Office, Lenton, exhibition hall – The Black Library Open Day. This was a first and covered every product from our offices: *Inferno!*, *Warhammer Monthly* and, of course, your very own *Journal*.

So, if for some unforgivable reason you weren't there, we'll take this opportunity to tell you what all the fuss was about...

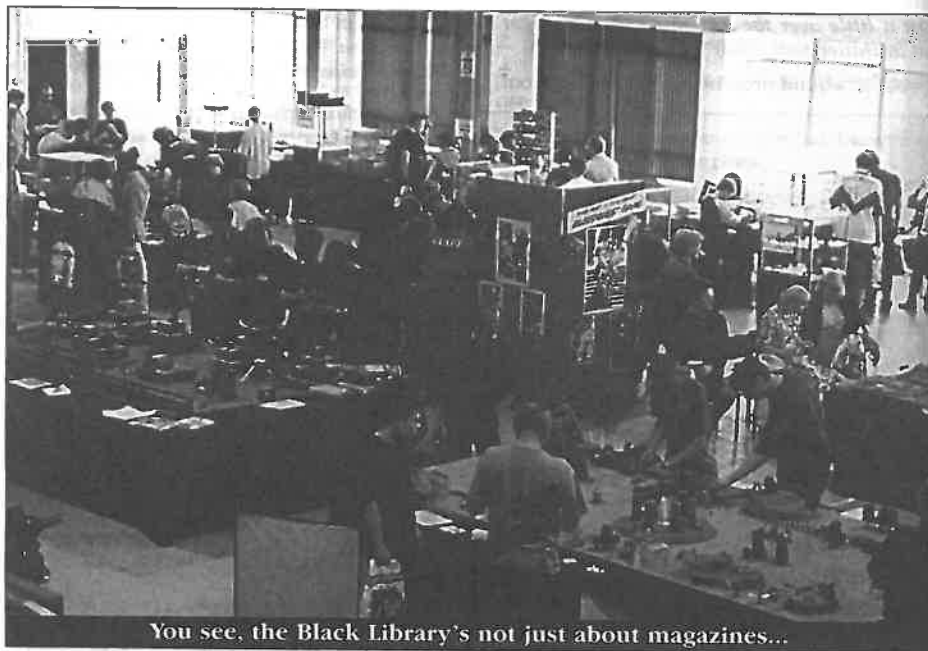
THE BLACK LIBRARY OPEN DAY Sunday 12th July 1998

It was an ideal opportunity for fans of *Warhammer Monthly*, *Inferno!*, not to mention the *Journal*, to come along and meet the people who put together their favourite publications. As well as the editorial team, many comic scriptwriters and artists were there to be grilled by eager readers.

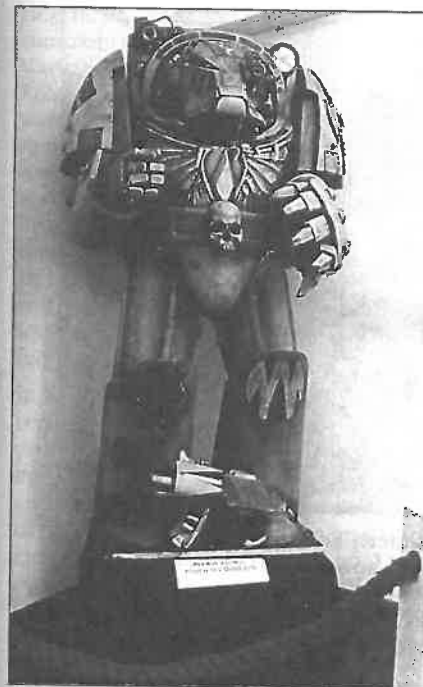
At the *Journal* stand, you could bring

along your converted miniatures to have them photographed for use in future issues as well as enter the prestigious Black Demon painting competition, by bringing along a miniature based on one of the characters from *Warhammer Monthly*.

Tom Hebblewhite (*Wafflings from a Mad Modeller* pages 25-33) was also there, gluing, sawing, modelling and generally having a good time.



You see, the Black Library's not just about magazines...



The Games Workshop Museum was also open showing off many cool exhibits, including wearable Space Marine armour (see this absolute nutter above!), many incredible battle displays, like this Imperial monastery below and even *Warhammer* 40,000 live-action films which were shown throughout the day.



Just one of the magnificent museum displays



So, when's Ren and Stimpy on son?

The high spot for many comic fans, thought, was the **Gorkamorka Grudge-match** between ace comic writers Dan 'Darkblade' Abnett (here rolling the dice) and Gordon 'Bloodquest' Rennie (holding the ruler in a threatening

manner!) Following some rash boasts about how good they were at gaming, their claims were put to the test. After a very close fought game, the winner was Gordon!

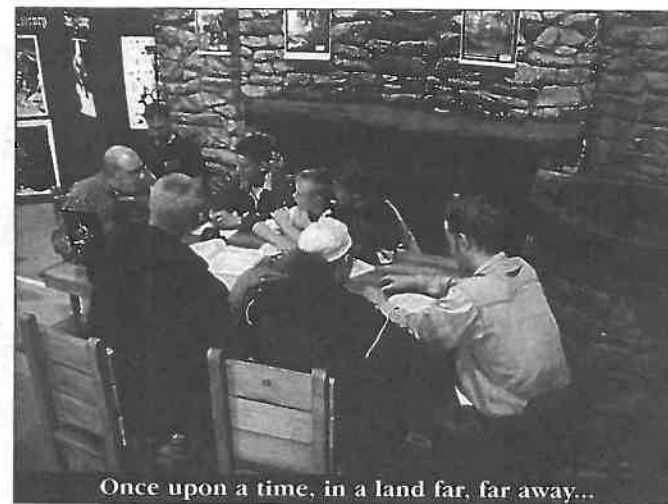


Gordon describes where he's going to stick the ruler if Dan scores a hit...

Hogshead, the company that produce Warhammer Fantasy Roleplay under license were also there, and they even ran a short introductory roleplay session. This generally involved a lot of shouting, scribbling and rolling of dice, and they were having immense amounts of fun doing it.

In Bugman's bar, the computer games produced under license were shown and demos were given of Shadow of the Horned Rat and Dark Omen, among others. Several cool new computer games were shown off as well to thrilled onlookers.

The Nottingham and Lincoln games



Once upon a time, in a land far, far away...

clubs were both there putting on a whole mix of huge and bizarre demo and participation games. It seemed that all they needed was any excuse just to have a bit of a bash!



The Event: It may have been small, but my was it perfectly formed...



'Have you guys seen my Rigsby impersonation?'

Our old mate of Journal fame Gary James popped up to play a demo game of Siege against that other Journal 'geezer' Gareth Hamilton (see above). The Journal crew sauntered over about halfway through to see how things were going, but words were quite

unnecessary when we saw Gareth's bleak expression and the sorry state of his Skaven army, mauled at the hands of Gary's victorious Bretonnians. (Below) Also very popular was the Warhammer tabletop version of **Unholy Alliance**, as featured in *Warhammer Monthly* issue 3. Here the besieged defenders of the Tilean City state of Parnis desperately try to hold out until reinforcements arrive – little realising who (or rather, what) they are going to be!



'Matt, aren't the Skaven supposed to win?', 'Shut up and roll...'



Stefano tirelessly runs another Bloodquest demo only to get hammered again!

There were plenty of events to keep comic fans and gamers busy during the Black Library Open Day. Among the most popular were the participation games that anyone could join in and play – none more so than the **Bloodquest** game. Throughout the day, Leonatos and Cloten fans were queuing up to try to guide the Blood Angels through to Garshul the Destroyer.

Stefano Gemi, who wrote the scenario especially for the Black Library Open Day, passed his rules on to the Journal crew so that we could immortalise the most popular game of the day on these hallowed pages:

BLOODQUEST

The sword stolen by the Chaos Champion Azarkahn during his raid on the Ork Hulk Granzurg may be the Blade Encarmine that Leonatos is searching for. Leonatos and his Blood Angels have to teleport onto the gigantic drifting Hulk 'Salvation

Impertis' where Azarkahn's Chaos Marines are hiding and retrieve the sword, that is placed on the control deck, defended by the Chaos Champion and his bodyguard...'

SCENARIO RULES

2nd Edition Warhammer 40,000 rules are to be used with the following exceptions:

- Every model moves and fights on its own. No break tests are to be taken as it is a fight to the death.
- All models move 4 squares on the Space Hulk board per turn and may charge 8 squares. If the move doesn't reveal any objectives or enemies the model may move again.
- All models have specific objectives and equipment as stated on their respective roster sheet.
- All weapon ranges are indicated in squares.

• The range of all weapons is limited to 12 squares due to the limited visibility inside the space hulk.

• In order to kill tough opponents like Terminators or the enemy commander the Blood Angels and Chaos Space Marines can pick some specific equipment in the Hulk armoury. Terminators have no access to the armoury.

• Every Marine that enters the armoury and spends his next movement phase there, can roll a D6 and receive one of the items that is available (see chart).

MAP AND DEPLOYMENT

Set up your Space Hulk floor plans as big as possible with two distinct and large rooms – the Control Room and the Armoury. Set them as far apart as possible, the Control Room should be set up a centrally as possible.

The Chaos forces may be set up in any rooms (*Hidden*) that the Chaos players desire (except for the Champion who may not be any further than 12 squares away from the Blade Encarmine in the Control Room).

The Blood Angels enter from the edge furthest from the Control Room and make their way towards it or the Armoury, the choice is entirely theirs.

TROOP ROSTER

The amount of troops used is entirely up to the players (following the restrictions below).

BLOOD ANGEL FORCES

1 Blood Angel Captain – Leonatos

M	WS	BS	S	T	W	I	A	LD	SAVE
4	7	7	5	5	3	7	3	10	3+

Weapons: Power Sword, Boltgun, Frag and Krak grenades.

Objective: Retrieve the Blade Encarmine from the control deck.

1 Blood Angel Terminator

M	WS	BS	S	T	W	I	A	LD	SAVE
4	5	5	4	4	1	5	1	9	3+(2D6)

Weapons: Power Fist and Storm bolter.

Objective 1: Enter the deck that contains the Blade Encarmine and enter an adjacent square.

Objective 2: Kill at least 3 Chaos Space Marines or the Champion.

Special: No access to the armoury

1+ Blood Angel Space Marines

M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	4	4	4	1	4	1	8	3+

Weapons: Boltgun and Frag grenades.

Objective 1: Enter the deck that contains the Blade Encarmine and enter an adjacent square.

Objective 2: Kill at least 3 Chaos Space Marines or the Champion.

CHAOS FORCES

1 Chaos Space Marine Terminator Mighty Champion Azarkhan

M	WS	BS	S	T	W	I	A	LD	SAVE
4	6	6	5	5	2	6	2	9	3+(2D6)

Weapons: Sword and Power Fist.

Objective: Kill at least three Blood Angel Space Marines or Captain Leonatos.

Special: He must defend the Blade Encarmine and may not move further than 12 squares from it.

1 Chaos Space Marine Terminator

M	WS	BS	S	T	W	I	A	LD	SAVE
4	5	5	4	4	1	5	1	9	3+(2D6)

Weapons: Chainaxe and Twin-bolter Combi-weapon.

Objective: Kill at least three Blood Angel Space Marines or Captain Leonatos.

Special: No access to the armoury

1+ Chaos Space Marines

M	WS	BS	S	T	W	I	A	LD	SAVE
4	4	4	4	4	1	4	1	8	3+

Weapons: Boltgun and Frag grenades.

Objective: Kill at least three Blood Angel Space Marines or Capt Leonatos.

THE ARMOURY – Roll a D6:

1. Fusion Bombs – Hand-to-hand combat only.

Short	Long	Str	Dam	Save	Spec
-	-	8	1	-5	Close Com

2. Armour Piercing Bolter shells – shooting only.

Short	Long	Str	Dam	Save	Spec
0-6	6-12	8	1	-5	-

3. Seeking Bolter shells – May fire at unseen targets within 12 squares, always hits on a 3+.

Short	Long	Str	Dam	Save	Spec
0-12	6-12	8	1	-5	-

4. Hot Shot Bolter shells – shooting only.

Short	Long	Str	Dam	Save	Spec
Template	4	1	-5	On fire	4+

5. Mono-molecular Knife – hand-to-hand combat only.

Short	Long	Str	Dam	Save	Spec
-	-	5	1	-3	Close com

6. Krak grenades

Short	Long	Str	Dam	Save	Spec
0-10	-	6	1	-3	-

There was a competition at the Black Library Open Day for Warhammer Monthly and Inferno! fans who were also keen modellers called the Black Demon. All you had to do was convert a miniature into your favourite comic character, paint it accordingly and bring it along. The standard of entries was very high, and choosing a winner was a ridiculously difficult task.



Mostly this week I've been painting Captain Morgan.



OPEN DAY

Sunday 22nd November
1998 (starts 10.00 am).

Games Workshop
Head Office,
Willow Road, Lenton,
Nottingham,
NG7 2WS.

Tickets available priced
£6.00 (includes entry to
Warhammer World)

Here's the winner Ryan Lamb, from Mansfield (below) holding his coveted Black Demon Trophy and winning entry. Ryan's entry was Captain Morgan, from Logan Lubera's comic strip 'The Terror of Death' (Inferno! issue 1).

WARHAMMER WORLD



THE GAMES WORKSHOP MUSEUM

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GAMING CONTACTS

*This section aims to help put players or clubs of Games Workshop games in
touch with others of a similar inclination. If you are a member of such a
gaming group and would like to advertise your group, find new friends with
which to play our games or even advertise tournaments you will need to let us
know the following details by: The name and venue of the club, usual meeting
times, a contact name and address (and telephone number if you wish), and
which games you play.*

CONVENTIONS

Why not advertise your convention in the
Journal? Simply send us all the relevant
information and we will try to get it into the
next issue.

(Please get the information to us as soon as
possible or we may not be able to print it in
the relevant issue)

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign
and would like to attract other gamers why not
send us the details? We would be only too happy to
advertise it for you. Simply send us all the relevant
information and we will try to get it into the next
issue. (bear in mind that we complete the Journal
well in advance of the release date, so the sooner
you give us the information the better the chance
of having it published!)

*Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you
find other gamers in your area, we have found that we only have a limited amount of space in which
to print them. This, coupled with the fact that there are occasions when clubs disband (Boo!) or split
up and form a greater number of other clubs (Hurrah!), means that we have no option but to rotate
the clubs we cover in the Journal.*

*What this means is that those of you that wish to advertise in this small, but perfectly formed,
publication will need to fill in the form below and send it in to us at the usual address. We will then
include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after
this time you will need to submit your details again. This keeps the list up to date and means that you
will have to read the list each issue to find out just what is current...*

GAMING CONTACTS APPLICATION FORM

*Please add my details to the next 2 issues
of the Citadel Journal*

Name of club: _____

Games played at the club: _____

Club venue: _____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

Notes (admission fees, age range, etc.): _____

WHERE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Cheshire	<i>The Killing Field</i>	Martin (01270) 665153	MGN Studio Crewe, Cheshire.	40K, age 16+
South Florida	<i>South Florida Gamers Association</i>	Phil Torrence (961) 388 1668	Back Room, Toolmart, on 3rd Saturday of the Month, \$3 to non-members	BB/NF & 40K, Midday to late
Birmingham	<i>East Birmingham Marauders</i>	Jon (0121) 783 0935 Paul (0121) 783 3246	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Gosport	<i>Gosport Club</i>	G. Donaldson (01795 542485)	Casement 48, Fort Rowmer, HMS Sultan, Military road	40K/NF W/RPGs, fee £12 pa
Lincoln	<i>Games Workshop Club Lincoln</i>	Gary James (01522 548027)	United Reform Church, St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
Nottingham	<i>Games Workshop Club Nottingham (HQ)</i>	0115 9108410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free)
Glasgow	<i>Games Workshop Club Glasgow</i>	0141 2263762	66 Queen Street.	
Kingston on Thames	<i>Games Workshop Club</i>	0181 5495524	53 Fife Road	
Thurrock	<i>Games Workshop Club Thurrock</i>	01708 867133	Unit 415, Level 3/Food Court, Thurrock Lakeside	
Worthing	<i>Games Workshop Club Worthing</i>	01923 245388	Unit Q1A, Harlequin Centre Queens Road.	
Portsmouth	<i>Games Workshop Club Portsmouth</i>	01705 876266	34 Arundel Street.	
Nottingham	<i>Games Workshop Club Nottingham (Cent)</i>	0115 9120651	34a Friar Lane.	*ALL* 6pm to 10pm Weds, £2 (first free)

OH! CLUBS AND CONTACTS REMINDER

Because clubs have failed to keep a regular contact (that's you guys!) and confirm their existence every two issues (that's every four months!) for this issue we are only showing the new club details for those who have recently contacted us with a request to be included on the clubs and contacts pages. Remember, we will only advertise a club for two issues after which the club secretary must contact us to ensure that space is readily available for this free advertising.

So, if you do have a club that you wish to include in the contacts list either send in the form with all of the appropriate details filled in or give the bunker a call on (0115 916 8162) to get your club in two issues of the Journal.

KEY: ALL - all GW games, W - Warhammer, 40K - Warhammer 40,000, E - Epic 40K, NF - Necromunda, BB - Blood Bowl, SH - Space Hulk, WHQ - Warhammer Quest, GM - Gorkamorka, RPGs - Roleplaying Games, Historical - Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

OVERWATCH!

This issue's Overwatch! puts the spotlight on 'The Rocky Mountain Knights' of North Denver, Colorado, in the US. They've even included a summarised battle report for an absolute monster of a game of Warhammer they have had recently. Read on and learn of their dark ways...

The Rocky Mountain Knights

DATAFAX

LOCATION: Large converted basement called the 'Game Dungeon', complete with attack cats!

TIMES: We game Fridays and Saturdays, with occasional mid-week games.

AGE LIMITS: None, must be housebroken though.

FEES: None.

GAMES PLAYED: All GW games, including classics, sci-fi roleplay including a home-made WH40K roleplay system based on GW/Hogshead's Warhammer Fantasy Roleplay, Star Wars and Battletech.

FACILITIES:

- We use very nice terrain and large armies!
- Beer and fun are always guaranteed, even at painting parties!
- Some armies are provided and rules taught to those interested in learning every game!
- There's plenty of free parking.

CONTACT: Trey Moody, 'Games Workshop Outrider', (303) 460-0295 message, Broomfield, Colorado, USA (near Boulder).

ORIGINS

Once upon a time, there were five friends who were knee deep in miniatures, and thought about starting up a local gaming club. We started by posting some ads around town at the local gaming and hobby stores and by putting out some flyers at the four yearly gaming conventions in our area. This was surprisingly a very successful enterprise, and soon we had more gamers than we could shake a Snotling at! We centred on Warhammer and Warhammer 40,000 as the

highlights, stating 'Looking for Fresh Meat' in nice stylised letters!

Having played Epic Space Marine, Space Fleet and all of the older Games Workshop classics since the days of Sigmar, er... the dawn of time, the group, now dubbed the Rocky Mountain Knights, soon had some new people with great armies and ideas. Some members were great at terrain making, some at scenario creation and others at painting massive, superbly painted armies (we once painted an entire Warhammer Quest set in one sitting, thanks to a beer rush and several trips to Taco Bell!)

Before, in the dark ages of Chaos, we had a few people who could barely find other players, but soon, we were known by most of the local shops and other gamers in the area as 'serious Games Workshop fanatics'. Who could've known that we were just a bunch of army guys, government employees and computer fiends who knew how to get the most out of the Games Workshop hobby?

Indeed, we were and still are always going on 'assault' orders when it comes to kicking some rear and painting on the names... (Don't you just love the way that Yanks express themselves? - Ed.)

That was seven years ago...

Now we're even more insane with Games Workshop madness! Where's my fungus brew? Sigmar, get outta the turnips...

GAMING AND MEMBERS:

Nowadays, we're about ten members strong, and play all of the new armies as they're released. Somebody in the group will inevitably 'call' an army that comes out, wishing to collect it, paint it with care, learn it's nuances and then destroy them or win in battle with an always eager opponent. Whether in the club or at a convention, we seem to gravitate towards other GW fanatics, and the local lady, who is one of the member's Mums, makes wonderful terrain!



Trey (middle) doing that Outrider thing!

We're ALWAYS at a local convention here, and people know when they see me to ask what's new with Games Workshop and I always seem to have the latest White Dwarf in my room (he never gets much rest) to show them. Over a beer, or in the gaming hall, it's nice to get busy with an opponent.

We also host several annual tourneys and the like. Last year's Warhammer Tourney fell to the High Elves, and Space Hulk went to the forces of Deathwing. This year's Necromunda Tourney was won by an Escher gang, Blood Bowl went to the Skaven, and Gorkamorka is still in the works!

Having become a Games Workshop Outrider in late 1994, I was overjoyed by the responses I get at the local hobby shops and gaming conventions. Having collected and painted my seventh 40K army thanks to the cheers of my mates, I am always happy to demonstrate how the systems works no matter what time of day or for how long! Warhammer has always been a great crowd pleaser, and with the wonderful Bretonnians and Lizardman armies to show, the tables are normally packed from start time to finish. With the ladz from the 'Knights' helping to carry terrain and miniatures, they get to see just how inspiring the hobby can be. Sometimes, the phone here never ceases to ring or the e-mail slot gets packed with requests to play.

Being an Outrider is a lot of work, but the rewards far outweigh the back breaking. I always bring several of the newest models and conversions that I've done to games. They generate a lot of interest and questions

or discussions that make the hobby as grand as it is. The varied histories on every system and each race are a joy to talk about, and you meet people from every walk of life – including the occasional sceptical parent who is interested in getting their snorting into the hobby! What a deal! Even painting demonstrations make excellent

places to meet new gamers and to share information and techniques (when I won the local Masters category last year, I just about fainted!).

Big battles seem to be the highlight of our group right now. What we try to do is to set up a point total and scenario – sometimes linking our Warhammer or 40K Roleplay campaigns to the game. Usually, such large battles, fought in the 15,000 to 30,000 points range, are the climax to a long adventure. The forces of good and evil face off like in times of old. The stuff songs and legends are made of, really! Several of us will take sides with allies and for a few weeks or so, a cold war of sorts is on. Who will take which forces? When do they deploy? Reserves? How many turns? Who's bringing the beer? When do we sleep? You get the idea!

After such debates and hush hush, we get together and plan out the terrain and turn/force deployment ratios. When we're set up and ready to begin, some good music (Styx, Rush, Zeppelin, Wagner, etc.) is put on and tearful eyes watch as the first turn begins. Someone like me always gets the cameras out (both video and 35mm-zoom) and makes new photos and video footage to be edited later onto the group's 'Knight Log'. As an extensive half decade of Games Workshop and general Rocky Mountain Knight madness has gone into the photo album and video tapes, they are becoming legendary fun for those nights when celebrating for no good reason seems to be the pastime!

Who knew that a hobby like ours could bring

people together for life... (Considering some of the people I game with that could be a very frightening prospect! – Ed)

PLANS

Next year, U.S. Games Day will be the highlight of our club's activities. It's like a Games Workshop booster that keeps the enthusiasm rolling! Not to mention getting to know the U.K. staff is quite a thrill – all of them seem to share the same loony ideas as we do when it comes to wreaking mass havoc on rules, minis and good beer alike!

As for the Rocky Mountain Knights, keep a lookout on the web as well as in your local store or White Dwarf – we're putting together our second web page and some new flyers dedicated to Games Workshop, and to finding new players and enthusiasts. Right now, three of our members are busy painting up a new Bretonnian army consisting of several hundred models. In the works are plans to create some very large and intricate terrain pieces that the Games Day tables so inspired this year. I can't ever get over the incredibly awesome feeling of camaraderie my wife and I felt throughout the whole time there – from the tours to the Golden Demon, to the closing party. Next year and the year after will prove to be better and better!

The Return of Nagash A Battle Report of Historic Old-World Proportions

THE GENESIS

Hello ladz! I'm Trey Moody, a 28 year old over-enthusiastic (is there such a thing?) Games Workshop Outrider here in the States. Since 1988, starting with Adeptus Titanicus, I've enjoyed Games Workshop games ranging the entire line. Having an affinity for high quality, miniature painting, beautiful armies were soon at my command. What more can a lad ask for? Forming an independent gaming club, the aforementioned 'Rocky Mountain Knights' here in Colorado, we began gaming campaigns of every conceivable kind.

In 1992 I discovered Warhammer Fantasy Roleplay (a Games Workshop original, currently under license by Hogshead Press, Ltd). Later, in 1994, I started running a Fantasy Roleplay campaign of my own featuring the eight core members in our club.



Mmm... interesting wallpaper!

Two campaigns later, and a long series of integrated Warhammer battles later, we began a third series of roleplaying epics. These adventures were centred on the rise of Heinrich Kemmler, the Lichemaster, and his struggle to resurrect the Master of the Undead himself, Nagash.

THE RETURN OF THE UNDEAD

Over the course of fourteen months, the players inadvertently started their quest, quickly learning that some darker and greater conspiracy was at work just out of reach of such inquisitive mortals.

This is when the real fun began... During the course of the campaign, every army in the known World played a part in the unfolding story. We played around a dozen Warhammer battles, incorporating several Special Characters into the fray the *Emperor Karl Franz*, the *Wood Elven King Orion*, and the High Elf *Prince Tyrion* to name a few, were embroiled in the confusion. Pivotal points in the campaign were reached and new courses of action were taken as a result of the battles we played. The members of our club knew that their battles would be incorporated into the Grand Campaign, and were eager to report their results.

Kislev was saved, that is, until the Undead legions awakened the *Lichelord Nagash* with a clap of thunder and lightning never before

seen by that generation of Mortals.

As if overnight, a huge legion of Undead was gathered, thousands strong. Graves were stirring everywhere. The city of Middenheim was where the final stand of Dwarfs, Elves and Men would be made. War machines were lined up along the outskirts of the city. Men hurriedly prepared their wills. The war had reached its apex!

WE ARE LEGION!

Deciding on a suitable ending for our huge campaign was no simple feat. I needed some spectacular event that would be the climactic conclusion to the campaign.

I decided on staging the biggest Warhammer battle involving as many players and different armies as possible. The guys at the club readily agreed, and began finishing their armies for the battle deadline. Brushes were worn out and people seriously burned the midnight oil. The phone rang incessantly. E-mails flew at the speed of light (*Or at least at the speed of e-mail! - Ed*). Within about ten days' time, just over 20,000 points worth of Warhammer miniatures were readied for battle.

The alliance of Dwarfs, High Elves, Wood Elves, Bretonnians and Empire were opposed by just over 10,000 points of Undead under the undying generalship of *Nagasb*, supported by his most loyal subordinates *Arkban the Black*, *Krell*, *Heinrich Kemler* and

a small but formidable cabal of Necromancers, Mummy Tomb Kings and the like.

GENERALS GATHERED THEIR HOSTS

Little did I know that this titanic sized confrontation would take up so much time or so much effort.

Firstly, we established a point cap for the two opposing sides. For the Undead, we decided to use two massive but separate 5,000 point legions, each with only three spellcasters. This would give us a decent chance to dispel magic and yet still wreak havoc on the goody goody allies! A 15% cap was placed on the amount of magic items that any one force could field. This was reasonable, considering that magic should play a small but important part in the battle.

During the campaign, we decided that a good portion of the Undead army would be invested in large units of cavalry, including the newly formed Mounted Wights and a nice fourteen strong Skeleton cavalry regiment with a Mounted Wight leading it. A few regiments of Skeletons and a massive forty strong Zombie regiment were added, each including a Standard Bearer, Musician and a Wight Champion thrown in for challenges (surprisingly, there were none - boy was it bloody messy!). A small unit of Ghosts, Wights on foot, three twelve strong regiments of Wraiths, a Zombie Dragon with mounted Wight, a Cockatrice, a gargantuan Black

Emperor Dragon, a Hippogriff, and four Screaming Skull Catapults. Spread across the battlefield, we just knew we could not lose if we trusted in the dark powers that be!

We knew that the allies would have *Prince Teclis* in the ranks somewhere, as his brief mention during the roleplaying made his appearance almost a certainty. He is a very powerful Mage indeed, capable of

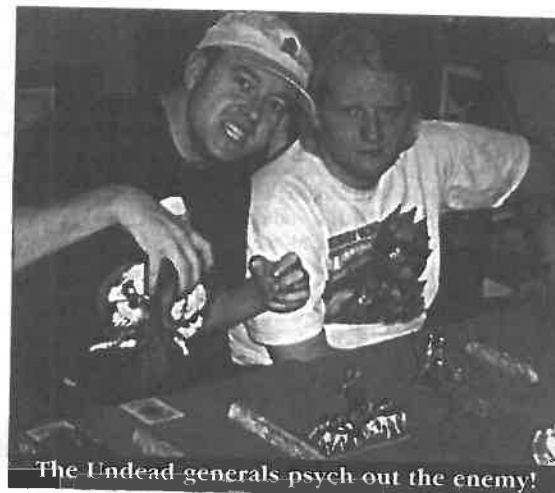
dispelling most spells quite easily. The allied armies consisted of taking the five main heroes from the roleplaying campaign and turning them into characters suitable for fielding. With a little work, we generalised their varied and assorted magic items into a semblance of something approaching a regular Warhammer character! They each led respective regiments tailored to their backgrounds and associations.

Army lists were finished off, spells were drawn and the Winds of Magic stirred up once more. Terrain was set up to resemble the outlying villages of Middenheim. The terrain was also chosen specifically to balance the effects of movement and yet allow for some strategic and tactical manoeuvring. I finished the final procedures by creating the '500 point rule' for deployment, and that the battle would take place from table end to table end, instead of side to side. Playing on a 6' x 9' table meant that there would be plenty of room and time for intricate strategies to be played out!

The '500 point' rule meant that each General could only deploy up to 500 points worth (1000 for Undead players) but not less than 450 points of models (900 points for Undead) per turn until turn 6, when everything had to be fielded. All war machines had to be placed on the board in the first turn. Every turn, new units would be placed first, followed by movement of existing units, followed by moving the newly placed units. This worked out extremely well, and made the game that bit more tactically orientated!

TURN ONE

We decided that the Undead would have the first turn, as they were the aggressors attempting to take Middenheim from the defending allies. If the game progressed beyond 6 turns, a simple rule was adopted that dusk had set in, and that all models considered to be living beings would be at -1 WS and -2 BS. Darkness would not affect the Undead (*Should've used the darkness rules from CJ 24 - Ed*). This was agreed upon early, and certainly made sense to each of the six army generals. The allies



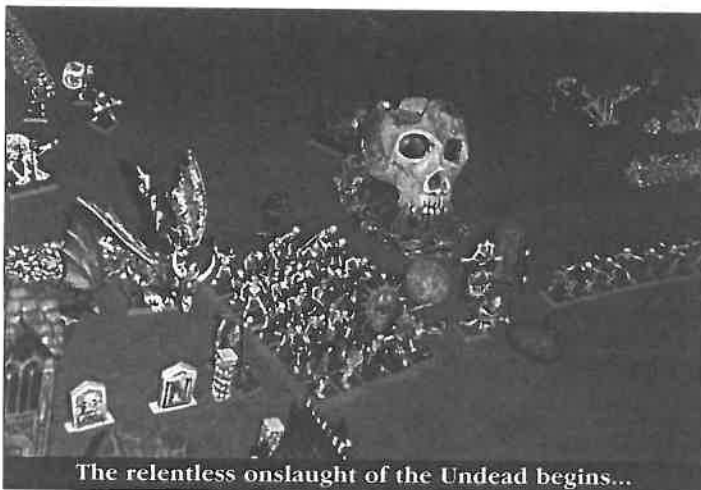
The Undead generals psych out the enemy!

would have to fight very hard indeed to destroy their enemy if they were to have any chance of saving their world from total darkness...

The Undead army had deployed their four Screaming Skull Catapults across the board in a wide, cover-wise line. Several low stone walls would provide excellent cover for the war machines, and leave avenues of mobility for the regiments of troops. The area that the Undead deployed in was decided upon as a green corn field. Could you imagine seeing the hordes and legions of the unliving emerging from a tall corn field in total, unearthly silence? We certainly could! (*Pause for dramatic score! - Ed.*)

Being a military man myself, I noticed that our opponents were watching my fellow Undead player and myself deploy each regiment with an uncertainty that made the corners of my mouth form a perpetual grin. Nothing beats psyching out an opponent during your games! The Undead arrayed against them this turn were a massive regiment of Skeletons with Mummy, Wight, Standard Bearer and Musician. Next came two more smaller regiments of Skeletons with Standard Bearers and Musicians. One Liche Lord, a Hippogriff and Cockatrice were also deployed in this first turn.

The Undead advanced painfully slowly, as is their trademark. Shambling towards the edge of the city, some through the graveyard next



The relentless onslaught of the Undead begins...

to the corn field, and some up to the watch-tower, they moved with steady purpose towards their fate. The catapults fired and caused one Bretonnian Cavalryman to scream and fall from his mount.

The allies deployed their two High Elf Repeater Bolt Throwers, two Empire Steam Tanks, the Empire War Wagon, a High Elf Spearman Regiment with a Standard Bearer and Musician, led by *Teclis* himself, a large unit of Bretonnian Knights of the Realm led by a Champion and an Empire Great Cannon. You have to remember that we approximated the '500 point' rule as closely as possible for deployment! (*That's a good job because Teclis is worth more than that alone!* - Ed)



The Grand Alliance marches to war

The allied war machines fired and quite surprisingly inflicted no casualties!

URNS TWO, THREE AND FOUR

Turns two, three and four were unspectacular as each side deployed their respective troops and maneuvered their units into attack positions. Of note, the Undead deployed *Arkbhan the Black* and the Black Emperor Dragon (originally called a Nightmare Dragon - an older Citadel model) in turn two. Also deployed were the Zombie Dragon and a small unit of foot Wights in turn three, and a huge Zombie regiment led by *Heinrich Kemmler* with *Lord Krell* in turn four.

Several Skeletons were hit by missile fire in turn three, while the Bretonnian *King Louen Leoncouer* was actually nailed by a lucky Skeletal Archer before he flew high. *Arkbhan the Black* was most amusingly blown off his flying chariot by one of the Steam Tank's cannons on turn four. The *Emperor Karl Franz* flew high on turn three, and the High Elves deployed their Hero who was mounted on a Emperor Dragon on turn three along with two High Elf Archer regiments in turn two.

So vast and impressive was the display, several members of our group encouraged a break to eat, mull over the beautiful scene laid out before us and sleep for a few hours.

During these four turns, the battle had taken almost seven hours, with an hour to set-up. This, of course, was actually very good considering the amount of troops already on the battlefield.

The only units engaged in close combat were the large unit of Skeletons and the Knights of the Realm, a Treeman and another Skeleton unit (which kept being sustained by *Raise Dead* spells

much to the chagrin of the Wood Elf player!). Also engaged in melee were the Black Emperor Dragon and the High Elf Spearman regiment and, lastly, a unit of Wood Elf Scouts and a foolish Necromancer who'd gone off on his own. A word to the wise: always know your enemy! This helped in many cases where the nastiest troop types were countered by troops of equal quality or higher. A chivalric Bretonnian Hero on his Pegasus and a Bretonnian Sorceress on Unicorn were the only considerable casualties so far. These were caused by the Black Emperor Dragon: they had gone down in two pieces each... MUNCH!

URNS FIVE & SIX

The battle had been very balanced up to this point. In turn five, every general had deployed their reserves and had a good idea where their units were going and what they were up against. We all became tense with frustration over each regiment's survivability especially us Undead players. We knew we were in trouble.

My fellow Undead player chose to play *Nagasb* very cautiously, as his destruction could mean the almost total annihilation of our forces. Having already been stated as the allies' main objective, he had to be protected. As soon as he was on the board in turn five calamity struck! The *Emperor Karl Franz* and the *Louen Leoncouer* swooped down from their commanding positions high above the battlefield and charged him!

'How dare they! The audacity! The outrageousness! Foolish mortals...'

These two in tandem actually caused enough damage to make the greatest Liche of all time turn and back off! This happened as the small force of Skeleton Cavalry moved out from a pre-arranged flank position in the centre of the battlefield, only to be shredded by High Elf Archers, the Empire's Great Cannon and the War Wagon. What a show!

In a single turn, the Skeleton Cavalry were decimated! Lucky chaps, it was aiming for the flank of a massive Empire Halberdier regiment of over sixty troops.

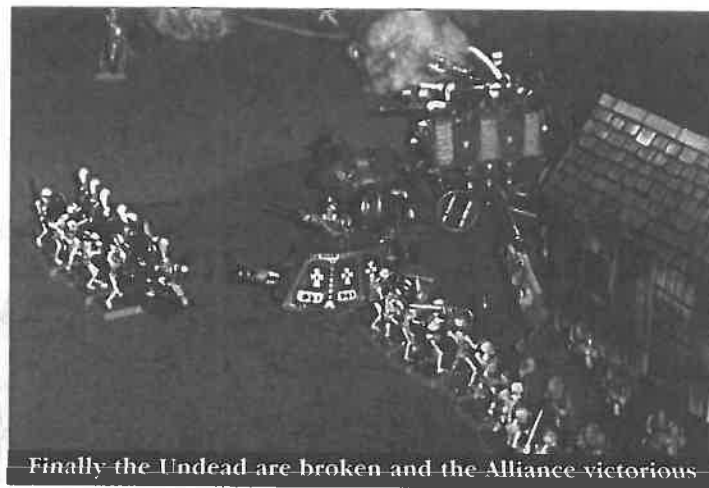
The Undead Mounted Wights were now moving forward, along with the Ghosts, to wreak havoc on the Wardancer regiment and the Wood Elf Scouts were in retreat. The single Undead Chariot had lost its steeds and the two crew were looking for a tyre wrench...

Three of the four Screaming Skull Catapults had been damaged, one losing

its crew to the Wood Elf Scouts and the other two just falling to pieces (Skeleton Engineers... if only they had brains!). The regiment of High Elf Spearmen was completely decimated by the Black Emperor Dragon, with *Teclis* desperately calling for help from his nephew on the High Elf Emperor Dragon and to the approaching regiment of Knights of the Realm. The Undead army's mighty Black Emperor Dragon was now in trouble and it knew it. Trying to run away in turn six, it was finally cut down by the High Elf Dragon. Kudos!

The Empire's finest handgunners in a simple eight man regiment tore up the large Skeleton regiment with accurate fire just before the Bretonnians began to hack the bone bags down! But evil is as evil does and *Nagasb* himself cast the spells *Summon Undead* and *Dance Macabre* at least five times each! He reanimated the Skeletons in the midst of the second approaching regiment of Wood Elf Scouts and the Empire Handgunners. With the help of a Mummy, a Wight and the generic Liche Lord who joined the unit in turn five, the Bretonnians began to lose the fight. The Empire Handgunners and Wood Elf Scouts held their own. To make matters worse for the allies, the unit of Ghosts had survived a poorly aimed *Hail of Doom Arrow* without a vapourous scratch!

Suddenly the tables had turned and now the allies were really in trouble.



Finally the Undead are broken and the Alliance victorious

OVERWATCH!

Arkan the Black finally went down in turn six as a cannon ball from the second Steam Tank turned him into modern art all over the graveyard wall! The Cockatrice went flying away after being nailed by High Elf Archers, and the poor Giant Scorpion and Hippogriff were made to look like porcupines by a second unit of Wood Elf Scouts. High Elf Ellyrian Reaver Knights in a tight formation came

wheeling up to secure a large section of battlefield for the allies. The Bretonnians in the centre of the field continued to hold their ground, even whilst being flanked on one side by a third Skeleton regiment and the Ghosts on the other! All those brightly coloured cavalry about to die brought a tear to my eye... Not!

Soon after that, just as it seemed that an Undead victory would be assured, the entire battle came to an abrupt, and stunning end.

Nagash was chased down and actually held in check by a *Web* spell stored within a magic item! Try as he might, it actually worked, holding him completely still, and, to make matters even more ironic, it was the *Emperor Karl Franz* with the *Hammer of Sigmar* that dealt the final mighty death blow...

In an instant the Undead forces began to crumble, and poor *Heinrich Kemmler* was last seen running away back through the corn field with his tail between his legs. *Lord Krell* and his Zombie regiment was finally thrashed under the claws of *Louen Leoncouer's* Hippogriff and about forty Bretonnian Knights. The Mounted Wights returned to their tombs in the Middle Mountains. The last Necromancer on the field was seen fleeing into a sewage pipe nearby, and the last of the Screaming Skull Catapults fell to pieces with a sigh like that of a dying old man...

BAG 'EM AND TAG 'EM!

The two forces had been very evenly matched



Trey (second from the right) and fellow nutters!

from the beginning. The selection of magic items was important, but was not integral to such a large battle in this specific case. *Dispel Magic* scrolls were the most used items, while two of the five specially converted roleplay characters never engaged in combat. Six turns took about 17 hours to play as we stopped for photographs, video taping and some brief documentation of important turn events for future reference.

I can highly recommend such an epic event to any avid Games Workshop gamer, in any country, in any place or town. Such a gathering of models and players is sure to lift the spirits and captivate the hearts of anyone with even half an interest in Games Workshop.

Finally, having played out this campaign with as much heart as we could, we rested. Tired, having had only one argument over a triviality towards the end of the game (gitz), we departed.

Be just and fear not!

Trey D. Moody
elfboy@ix.netcom.com

If you would like *Overwatch!* to target your gaming club or community write to us at *Overwatch!* Citadel Journal, Games Workshop, Willow Road, Nottingham NG7 2WS or call on (0115) 916 8162

Tales from the Black Library

• 1999 CALENDAR

Yes! It's Games Workshop's first official calendar. With so much brilliant artwork produced by Games Workshop, you'd have thought a calendar would have been an obvious idea. Well we've finally got around to doing one. Taken from the pages of our very own *Warhammer Monthly* and *Inferno!* as well as the hottest GW products, it is packed full of great artwork from all your favourite artists, such as John Blanche, Richard Wright, Mark Gibbons, Rev Walker and many more.



Available NOW!

Price £8.00

(US) \$11.95

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GORKAMORKA®

Into da Big Nuffin'

A collection of wacky scenarios

By Tim Cammack

Tim is an official weirdo from Peterborough, Cambridgeshire, who has a bit of an Ork fixation! When he's not driving about town yelling 'Waaagh!' and 'Gitz!' out of the window of his buggy at old ladies he can often be found in his Mekboy workshop building Gorkamorka vehicles. So far he's made a Trike that can carry six boyz and is considerably larger than a Truk and a scratchbuilt Truk that can carry about a dozen boyz and is considerably bigger than most cars! Tim loves modelling, scratchbuilding in particular, and throws together all manner of insane constructions, from buildings and scenery to vehicles and figure conversions.

Tim plays just about all of the games, past and present, but shamefully admits that in sixteen years he still hasn't got around to painting a Warhammer army yet (*Boo, hiss n' stuff* - Ed). It appears that he is just too busy sawing things, tinkering with stuff and scaring old people!

I got the Gorkamorka game almost as soon as it came out (I am an Ork after all), and was just swept away by its unrefined Orkiness: Battered old Truks, buggies and bikes, and Orks with lots of shootas out for a scrap - marvellous! Well, after trying out the rules and finding them quite satisfactory for an 'old Ork's' needs I set about devising and writing up a few scenarios that would, hopefully, test the metal of most mobs but at the same time give them something slightly different to do and be amusing. I tried them out with my mates and we just 'fell about' (must remember to lean on something next time!). So, without anymore unnecessary waffling, here they are:

1. GET DA BIG BOOTS

Sometimes a Mob will just get on everybody's nerves, they'll get too big for their own 'Obnailz and annoy so many of the other mobs with their greedy selfish Orkiness that the other mobs sometimes band together to 'Bash 'em down a peg or two'. This is especially true for an old, successful well-established mob (with a high Mob-Rating) who get a bit too hard for any one mob to take on, on their own.

SPECIAL RULES

This scenario uses the *Bottlin' Out* and *Scrap Counters* rules. You may use *Da Fort* special rules also, if desired. The Mob with the highest Rating is the Defender in this scenario and all the other Mobs are the Attackers.

TERRAIN

The Defender's Mob can choose to use *Da Fort* or to fight in the open desert, either way he is allowed to place all of the terrain, and if *Da Fort* is used it should be placed in the centre of the board. After he has done so, one of the Attacking Mobs is allowed to move, add or discard any one piece of terrain (not counting *Da Fort*, obviously!). After the terrain has been set up, D3+3 *Scrap Counters* are placed inside *Da Fort* by the Defender, or on his vehicles if not using *Da Fort*.

MOBS

The Defender's Mob sets up first. If using *Da Fort*, then all the Defender's warriors and vehicles must be placed inside, with only the drivers and gunners in the vehicles. All other warriors should be placed on foot, with at least half of them manning the walls.



Gorkamorka Truk with boarding plank

OPTIONAL RULE: The Defender is allowed to try and enlist help from one of the Attacking Mobs in secret before the start of the game. Before determining which members are to join up, he can pick one of the other Mobs that are taking part and offer them a bribe not to attack him. This bribe will be in the form of a percentage of the Defender's Income arising from this battle (*Scrap*, *Loota* skill, *Mining*...). The Attacking Mob that's been offered the bribe does not have to say if they accept or not, they can wait and see what events transpire during the game. The bribed Mob can only collect this bribe if none of their warriors or vehicles *Immobilised*, *Crippled* or *Out of Action* any of the Defender's warriors or vehicles. He is otherwise free to help or hinder the Defender as he sees fit (that includes trying to steal the *Scrap*, naturally).

Once the Defender has set up then you must determine who from the Attacking Mobs are turning up (just because they agreed to band together to 'Get Da Big Boots' they don't trust one another sufficiently to leave their own Forts unguarded). The more Mobs that are taking part, the less they will trust each other and fewer members turn up to join in. Using the table below roll a D6 for each warrior and vehicle to see if they are taking part. A vehicle

includes its driver, riders and gunners automatically.

	Number of Attacking Mobs						
	2	3	4	5	6	7	8+
Nob	2+	2+	3+	4+	5+	5+	6
Vehicle	3+	4+	4+	5+	5+	6	6
Other Warrior	3+	3+	4+	4+	5+	5+	6

The Attacking mobs are placed on any board edge, at least 10" away from each other. All the members of each mob should be deployed within 6" of each another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles when vehicles are available for them.

STARTIN'

To determine the order in which the Mobs have their turns, all Mobs must roll a D6, the mob with the highest score has the first turn. If the Defender rolled highest then he goes first, otherwise he has to move last, regardless of the other dice scores. Out of the Attacking Mobs the player with the highest score goes first, followed by the other Attacking Mobs taking their turns going around the table in a clockwise fashion.

ENDIN'

The game ends when the Defender's Mob fails its *Bottle Test* or ALL Attacking Mobs have failed their's. The battle will also end if one side has only casualties left on the field.

If one side bottles out then either the Defender or ALL of the Attacking Mobs have won. The *Scrap Counters* are only a reward.

SCRAP COUNTERS

If one side *Bottles Out* then it must test to see whether it drops Scrap as normal. The other side gets all the Scrap left on the battle field. If the Attackers win and there remains unclaimed Scrap (or that which is dropped by the Defender) then it goes to the Mob with warriors or vehicles that are the closest and still operational (i.e not casualties) to the *Scrap Counter*.

Scrap Counters can be traded in with the Meks for D6 Teef each, which is added to the Mob's Income as usual.

Don't forget to pay any bribe if appropriate.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior that survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count towards this. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

Any warrior who is still carrying a *Scrap Counter* at the end of the battle (or who leave the board edge carrying scrap) earns an extra Experience point. Scrap loaded onto vehicles doesn't earn anyone any Experience.

-D3 Losin' Da Fort

If the Defending Mob *Bottles Out* the Mob Leader will lose credibility in Mektown. If the Defender loses the battle then the defending Mob Leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience accrued from this battle, not from Experience earned in previous battles.

+10 Winning

The Nob of the winning Mob(s) all earn 10 Experience points.

2. ATTACK ON GROT TOWN

'Yup. Dem pesky Grotz is too much.'

Several Mobs have organised a Gretchin extermination hunt. After all, Grotz shouldn't be allowed their own freedom, they need a proper Ork to show them what's what. If they're not kept under control the Orks could all have revoltin' Grotz on their hands and Gork knows that they're bad enough as it is.

SPECIAL RULES

This scenario uses the *Bottlin' Out* rules.

All of the Mobs are effectively on the same side (but are free to expend their energy against each other), out to cull some 'Free' Grotz.

If a large number of players (Five or more) are taking part then it may be necessary to limit them to taking one vehicle and its driver, along with either a gunner or two other warriors.

The number of Grotz that take part is determined from the total Rating of the participating vehicles and warriors. Divide this total by 20, rounding up, which will give the number of normal Grotz. Now roll 1D6 for each Grot and consult the table below to see what weapons they are armed with:

D6 Roll

1. Kannon+Knife
2. Shoota+Knife
3. 6 Shoota+Knife
4. Slugga+Knife
5. Choppa+Knife
6. Knife

In addition to the above Grotz, there is one Boss Grot for each Mob taking part, that is equipped with; Kannon, Slugga, Choppa,

Krak and Frag Stick Bombs and wearing Heavy Armour.

Many players may not have enough of the new Gorkamorka miniatures to represent all of these Grotz, so you may need to use Warhammer 40,000 Gretchin or Warhammer Goblins. Make sure that all players are aware which miniatures are equipped with which weapons.

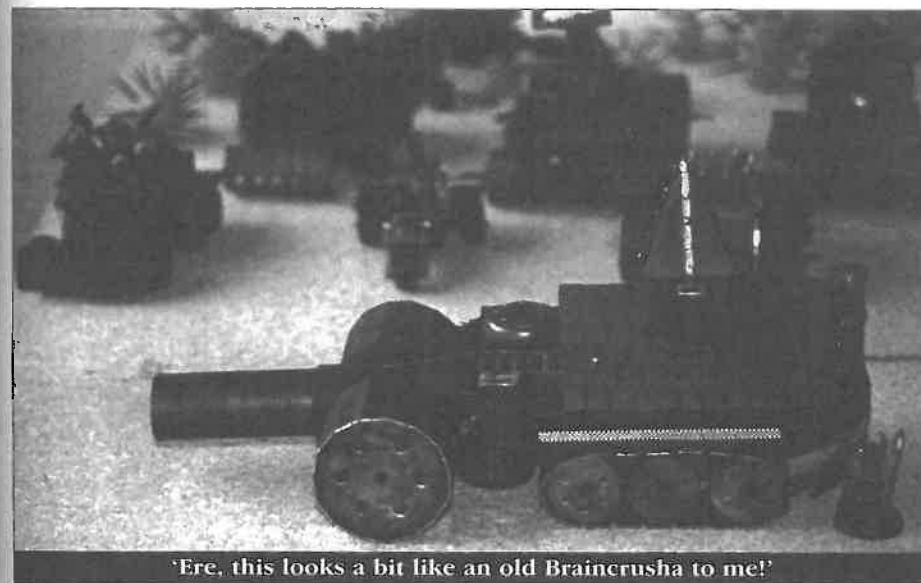
For a harder or easier game, just increase or decrease the number of Grotz, but get the agreement of all the players before changing the ratio of Grotz to Mob Rating (a ratio of less than 1 to 5 is not recommended).

TERRAIN

The hunt takes place at the wild, thin end of Da Skid, so lots of small pieces of terrain should be used with as many buildings and ruins as possible. Make sure that you leave enough room for the vehicles to manoeuvre. The terrain should be placed by the players in turn before it is decided who sets up on what board edge.

MOBS

Before the Mobs have set up, the Grotz are placed on the board. All Grotz are set up in cover, at least 16" from the board edges and no closer than 2" from each other. The Grotz



'Ere, this looks a bit like an old Braincrusha to me!'

are then placed one by one by each of the players in turn.

Each player should roll a D6, with the player with the highest score setting up first. The Mobs may be placed on any board edge, but at least 10" away from each other. All of the members of a Mob should be placed close to one another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles.

Remember, only fight a round of close combat if it is the turn of any of the warriors involved.

STARTIN'

The Grotz have the first turn, see below for how they act.

To see what order the Mobs take their turns, all Mobs must roll a D6, the Mob with the highest score has the second turn, then the other Mobs take their turns going around the table in a clockwise fashion.

GROTZ' 'N 'OW DEY ACT

Grotz will move and attack using the following rules. Use the first set of instructions that fit the individual Grot's circumstances:

1. If in charge range they will Charge the nearest warrior.

2. If in charge range they will charge and attempt to board the nearest vehicle.

3. If in range with their gunz, they will make best use of available cover and shoot at the nearest warrior or vehicle within line of sight.

4. If out of range with their gunz (or don't have gunz) they run towards the nearest warrior or vehicle, making best use of cover.

5. If none of the above fit they will randomly move 2D6" in the direction of the scatter die, a HIT meaning that they don't move.

Note: If the Grot has run out of ammo then he will ignore instruction three.

Note: A Grot may shoot at a more distant target if it is easier to hit.

ENDIN'

The game ends when either all of the Mobs have failed their *Bottle Tests* or all of the Grotz have been taken *Out of Action*. The battle also ends if one side only has casualties left on the field.

The winner of 'The Hunt' is the Mob that took out the largest number of Grotz.

GROTZ TAKEN OUT

For each Grot taken Out of Action the Meks reward the Mob concerned with a bounty of one Toof. This is additional Income.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit against other Mobs' Warriors

A warrior earns an extra 5 Experience points for each wounding hit that he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+3 Wounding Hit against Grotz

A warrior only earns an extra 3 Experience points for each wounding hit he inflicts against the Grotz (they're not a real test of Orky skill). Wounding downed Grotz does not count. Note that you only score 3 points for wounding a Grot, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning Mob earns an extra 10 Experience points.

3. DA TRUKK BASH

Once in a blue moon Orks join together in fellowship to praise the wondrous invention of the Engine. All the rest of the time they are out to prove they've got the 'ardest vehicles around. What better way to do this than in a 'Uge 'ed ta 'ed Truk-Fest'?

SPECIAL RULES

This scenario uses the *Bottlin' Out* rules.

Remember only fight a round of close combat if it is the turn of any of the warriors involved.

DA DESERT

Da Truk Bash takes place in a natural valley in the desert. The main table should only contain one or two small clumps of rocks. All the other terrain is placed on the board edges. The terrain is placed by the players in turn before it is decided who sets up where.

MOBS

Each player should roll a D6, with the player with the lowest score setting up first. The Mob's vehicles may be placed anywhere on the board, at least 12" from each of the board edges. The Warriors are placed in the terrain on the board edges, within 2" of each other. Note: They don't have to keep together once the game starts. Only the driver/rider is allowed to set up in his vehicle.

The driver is not allowed to shoot his vehicle's heavy weapons, but may shoot a twin linked gun. He can still shoot one of his pistols or throw a stick bomb as normal.

No warriors are allowed to board any vehicle during this battle. The only exception is a warrior who has the *Wreka* skill, he is allowed to board enemy vehicles and attempt to sabotage them. Warriors may attack each other or shoot at vehicles as normal. None of the Mobs have to take *Bottle Tests* until they have lost one of their vehicles (Immobilised or crippled).

STARTIN'

To see in which order the Mobs may take their turns each player should roll a D6, with the with the highest score having the first turn,

then the other Mobs take their turns going around the table clockwise.

ENDIN'

The game ends when there is only one Mob with vehicles that can still move! OR, all of the Mobs but one have Bottled out, or only have casualties left on the field.

The winner of 'Da Truk Bash' is the Mob that had the last moving vehicle on the board. In the case where the last vehicle from two or more Mobs was immobilised at the same time there will be no winners and no Nob will get the +10 Exp. for winning.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows:

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning Mob earns an extra 10 Experience points.

4. WE'Z OUTA JUICE

One of the Mobs have run out of Squig Juice and will have no fuel for their vehicles until they can get back to their fort with the new supply they have just bought in town (Orks are so stupid that they will often run out of fuel before they realise that they are low!). The other Mob has just heard this news from a sneaky Grot informer and is seizing the opportunity to attack, attempting to bash their enemies and nick all their fuel.



'Right Linzee, let's off road!'

SPECIAL RULES

To determine which Mob has run dry, both Mobs roll a D6 and the player with the highest Mob Rating subtracts 1 from his roll. The lowest scoring Mob has run out of fuel. It may use no vehicles for this battle. This scenario uses the Bottlin' Out rules.

FUEL CANS/COUNTERS

The fuel counters work in a similar way to Scrap Counters but with the following differences:

- A warrior can carry one fuel counter with no movement penalties but has a -1 Initiative if attempting to board a vehicle.
- A warrior can carry two fuel counters at a loss of half movement and has a -2 Initiative if attempting to board a vehicle.
- A warrior may throw his fuel counters into a vehicle that he is next to, this takes up one inch of his movement.
- A warrior or vehicle leaving the board with fuel counters does not need to roll to see if they are dropped if their Mob bottles out.
- Orks carrying fuel will automatically drop them if in close combat or as a result of a failed Bottle Test.

The fuel counters are worth bonus Teef and Experience at the end of the game.

DA DESERT

The Mob which is without vehicles may place all of the terrain. No buildings should be used, but ruins may. After the player has placed all of the terrain to his satisfaction then the other player can move, remove or add one of the pieces of terrain.

Remember, this is the sparse dessert so you shouldn't have much more than one piece of terrain per two square feet of board.

MOBS

The player who is without vehicles should set up all of his warriors first. Each warrior is given a fuel counter for them to carry. The warriors should be placed in the middle of the board, at least 18" from each of board edges.

The other player divides up his warriors between his vehicles and places them on a random board edge. All of his warriors must start inside a vehicle (They don't have to stay

together once the game starts).

STARTIN'

Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.

ENDIN'

The game ends when one side Bottles Out or has only casualties left on the field.

If one Mob Bottles Out then the other Mob automatically gets all of the fuel counters remaining on the board.

Each fuel counter can be traded with the Meks for 1D3 Teef. This is additional Income and not profit.

The winner is the Mob that has the most fuel counters.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows:

+1 Carrying fuel counters

Any warrior is still carrying one or two fuel counters at the end of the game (or that has left the board with fuel counters), gains an extra 1 point of Experience. No extra experience is gained for fuel cans loaded into vehicles.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning Mob earns an extra 10 Experience points.

5. DA SQUIG FARM

News has just hit town that a Mob is herding big Meat Squigs out in the desert. Meat Squigs can feed a Mob for a whole week. The race is on to try and bag as many Squigs as possible, without paying, of course.

SPECIAL RULES

This scenario uses the Bottlin' Out rules.

SQUIGS AND DERE MINDERZ

The Squigs are being shepherded by four Slavers. These Slavers have the standard starting profile for Slavers and they are equipped with: Choppa, Whip, Grabber and Kannon.

You should use as many Squig models (from Warhammer Orcs and Goblins) as you can lay your hands on. Eight or more is fine but a couple of dozen is MAD... and lots of fun.

Squigs within 4" of one of their Slavers are 'under control' and will move with the Slaver. Squigs further away move randomly - Roll Scatter and Artillery dice for each one, on the score of HIT, move the Squig in the direction of the arrow on the I, on the score of MISFIRE the Squig will remain still for that turn.

Slavers and Squigs 'under control' will move towards the nearest warrior or vehicle and the Slavers react as follows:

1. If in charge range they will Charge the nearest warrior.
2. If in charge range they will Charge and attempt to board the nearest vehicle.
3. If in range with their gunz, they will make best use of available cover and shoot at the nearest warrior or vehicle within their line of sight.
4. If out of range with their gunz (or they don't have gunz) they run towards the nearest warrior or vehicle, making the best use of cover.

Squigs:

	M	WS	BS	S	T	W	I	A	ID
Squig	6*	4	0	5	3	1	5	2	2

*May move randomly, Scatter & Artillery Die.

When a Squig is taken Out of Action, replace the model with a Scrap Counter. These Squig bodies are worth bonus Teef at the end of the game.

DA DESERT

Da Desert is a barren land so place the terrain sparsely to all players satisfaction.

MOBS

The Squigs are all placed close together in the middle of the board, at least 18" from each of the board edges, with the Slavers placed at the corners of this set up zone.

Players should all roll a D6 with the lowest score setting up first. The Mobs should have all of their warriors divided up between their vehicles and placed on a random board edge. All warriors must start inside a vehicle

STARTIN'

Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.

ENDIN'

The game ends when there is only one Mob that has not Bottled Out or when all of the other Mobs only have casualties left on the field.

The last remaining Mob can automatically collect all of the Squig counters. Squigs that are still alive (down, wounded or fine) are rounded up by the remaining Slavers or are deemed to have escaped into the desert and do not count towards the counters.

Each counter can be traded with the Meks for 1D6 Teef. This is additional INCOME and not profit.

The winner is the Mob that has the most Squig counters.

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows.

+1 Carrying Squig counter

Any warrior that is still carrying a Squig counter at the end of the game, gains an extra 1 point of Experience. No extra experience is gained for counters loaded into vehicles.

+D6 Survives

Any warrior who survives the battle earns D6 Experience points.

+5 Wounding Hits

A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other



Here's Tim with his Gorkamorka gear – ready to frighten old ladies any day!

Mobs or against Squigs or Slavers during the battle. Wounding downed models does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

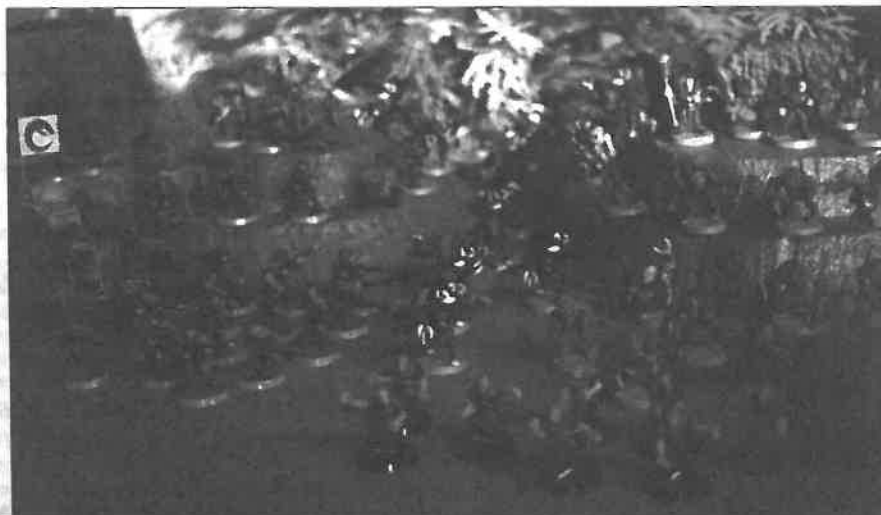
A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour,

regardless of the result of the damage.

+10 Winning

The Nob of the winning Mob earns an extra 10 Experience points.

Enjoy, and may Gork and Mork go with you!



And here's some more miniatures and terrain he had lying about the house...

JOURNALTM FEED BACK

WE WANT YOU to enjoy reading the *Citadel Journal* as much as we do compiling it. Your opinions are very, very important to us. So if you have something to tell us, please send in this Feedback form. We read every single one of them as they come in, and we may well feature the best of them in 'is there anybody out there'.

is always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

We've got *Journals* My favourite is *Journal*

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would like to see Compendiums become regular quarterly magazines? Yes ☐ Maybe ☐ No ☐

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WARPED VISIONS

Here's another collection of artwork from budding amateurs that is sometimes innovative, sometimes beautiful and often quite bizarre...



Chris Smart, one of the Citadel miniature painters, let us use these incredible pictures for Warped Visions.

Whether it's the subtle shading on the pencil sketch of the Dwarf Slayer, the cool gothic imagery of the Dark Angel Space Marine, or the sheer ferocity of the Space Wolf it all goes to show that he's not just a dab hand at painting miniatures!





These Marines have certainly seen a bit of action, judging by the state of their battered armour. This pencil composition was submitted by **Pete Boyle** of Loughsborough, Leicestershire, who would just like to point out that the small skull in the centre of the picture is actually hanging from the Marine's Bolter and not dangling from his crotch!

This energetic Wood Elf was submitted by **Paul Cross** who works in our miniature mould room. Quite why this Wood Elf has ram's horns is a bit beyond us, maybe it's what they call 'artistic license' or something but we thought it looked good anyway.



Our old mate **W. D. McCarthy** of Dunstable, Bedfordshire, sent in this gory, highly explosive inked piccy of a Space Wolf kicking the **** out of some Orks... Gratuitously cool!

HOT FROM THE FORGES

Those Mail Order Trolls have been at it again (the filthy lot!) and come up with a new batch of conversions, mega deals and appropriate miniatures from the archives to show you. All this with only minimal assistance from your ever-busy Journal Co-ordinator (*Yeab, right! – Ed*). There's models to represent your new Chaos Blood Bowl Teams (pages 34-36) and the ruthless Adeptus Arbites (pages 18-23), plus a couple of character conversions made especially for 'Escape from Hag Graef' (pages 4-15)

Blood Bowl Chaos Marauders and Beastmen



Marauder (Bearman 1)
021400701



Marauder (Bearman 2)
021400702



Marauder (Bearman 4)
059906704



Bestigor Blitzer
020105301



Ungor Runner
0201105505



Ungor Runner
0201105503



Ungor Runner
0201105507

It's dead simple making Blood Bowl conversions – just find a suitable figure that's weapon is held out from its body and get to work with your snips...

Adeptus Arbites



Arbites with Shotgun
72400/1



Arbites with Boltgun
72400/2



Arbites Proctor
72401/3



Arbites with Grenade
Launcher 72401/4



Arbites Pursuit Biker
72401/3+72400/1+102807+2x102791



Arbites Shock Trooper
72401/4+072499/1+0105055506

You'll have to get your saw out to complete these conversions. Just follow the wise words of 'Uncle Ted' the Troll Herder from Tedz Tipz (issue 24) and you can't go wrong. You might want to use a little modelling putty to tidy up your models and hide the joins...

Escape from Hag Graef



Lady Bela (Wych 2+Witch
Elf 5 02120062)



Dark Elf Slave Master
(Dark Eldar Beastmaster)



Dark Elf Spearman
021201501-08



Dark Elf Champion
021200501



Witch Elves
021200601-09



Dark Elf Assassins
021201401-02



Black Ark Corsairs
021200701-04



Dark Elf Crossbowmen
021200202-08



Black Guard
021200301-04



Crossbow
021200201



Skinks
020800302-05
020800715-18



Saurus Warriors
020800401-04
(these come with a choice
of hand weapons)

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PRITCHARD'S THEORY OF BEARDINESS

I have been following the recent (constant?) beardiness debate in the letter pages and whilst some valid points have been made, I feel an underlying trend has been overlooked by all of the contributors. Let's take a look at some beard definitions over the last few issues:

Fat Bloke, issue 18: '...individuals who push the rules to the limit or do not go with the background image of an army...'

Letters, issue 27: 'They are obsessed with ludicrous magic item/wargear combos, only play to pound their unsuspecting opponents into the dust...'

Issues 20-23 were the ones that grabbed my attention, kicked off by Thomas Jenei – the whole Aspects vs Guardians debate. Which type of Eldar army is more legit' according to the background? It was eventually agreed that Aspect Warriors, being the Eldar 'task force', would be deployed to more battlefields and see more action, so an Aspect army isn't beardy according to the background (except when backed up by Guardian support). This seems perfectly reasonable. So why could anyone accuse Aspect armies of beardiness in the first place? (*Oh no, not again!* – Ed)

The reason armies like this are accused of being beardy is that they are a powerful army which wins a lot (like all Eldar). Aspect armies can win battles frequently even when commanded by a poor player, and so both the army and the player get a bad reputation. This is not, however, beardy, as we accepted above. Being beaten by such an 'easy' army really leaves a bad taste in the mouth (*I don't want to know how you play Warhammer 40,000!* – Ed), so many people end up wrongly calling their opponent beardy in an attempt to redress the balance.

Going back to Fat-Bloke's quote, his definition is someone who pushes the rules to the limit or ignores the background. These are two separate evils, however, and should not be lumped together in one definition! I used to play the old Epic system against an Eldar player who insisted on giving all his Titans twin Psychic Lances. While this doesn't really contradict the background, it was extremely irritating for me – his Phantoms wiped my own carefully painted Titans off the board in turn one, then mopped up my unsupported forces with contemptuous ease. I do not view this as an even contest of generalship, so it is against the spirit of the rules. This meets Fat-Bloke's first condition but not his second. So, my Eldar opponent was not strictly beardy. On the other hand, the type of player who uses a lone Chaos Lord ally with his Orc and Goblin army (who lack megadeath characters of their own) fits both conditions – against the spirit of the game and against the background. So he is even more despicable than 'Mr. Psychic Lance'.

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With all this in mind, I'm going to attempt a feat of classification unrivalled by any since Darwin himself – to isolate and list each aspect of beardiness. Starting with:

The Power Player (*Beardus Aspectus*) – Will do anything to win, excluding plainly ridiculous combinations of Magic Items, or ploys that directly contradict the background. Can mostly be found playing 'easy' armies (as discussed above), or converting all of his Ork Nobz to carry heavy weapons. The Power Player isn't that bad

to play against, as most of them are unaware of their behaviour and can be talked out of it.

The Bad Dok (*Beardus Mekkus*) – This type of gamer has very little tactical awareness and generally picks a very formulaic army, based on his belief that Wargear is the key to success. The Bad Dok will kustomise his characters and vehicles with unholy and unhealthy combinations of Wargear and Magic Items, regardless of background or common sense (so we get Dark Elves wielding the *Sword of Teclis*, or humble Rhinos obscured under piles of extra Stormbolters and *Ablattive Armour*).

The Spoilt Brat (*Beardus Tantrumus*) – A spoilt brat is a very difficult opponent indeed, because if they win, you will receive a tirade of insults and abuse, but if they lose they will throw a tantrum, refuse to accept your superior generalship, make pathetic excuses, and even throw you out of their house (never happened to me, but I've heard stories!). In the event of a draw or a narrow defeat, they will spend hours snuffling through rulebooks, desperately trying to find a few extra victory points that they missed earlier. Spoilt Brats refuse to accept another gamer's point of view, and will not enter into debate over any rules matter.

The True Beard (*Beardus Beardus* or *Beardus Maxtmus*) – True Beards are really scary opponents. They will flaunt the rules, the background, and simple common sense, in order to win the game. They will not accept other gamers' house rules, but will always force their own on any poor sap who plays them on their home ground. They will play newbies as frequently as possible in order to make themselves feel good, and neither player learns anything from the resulting bloodbath. A True Beard will a) give all of their Goff Nobz heavy weapons, b) persuade their opponent that they can *Infiltrate*, and then c) say that the Orks can start the game on *Overwatch* ('oh, it's a special scenario rule, honest'). Most True Beards are also Spoilt Brats, so when their Goff Nob heavy weapons misfire, they will throw a fit and try to persuade you to restart the game. Can be recognised by the way that cats hiss at them and small children run away from them in the street.

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Ben Pritchard, Luton

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A HARD KNIGHT'S DAY

I write as one of your older gamers (60 this year) to share a bit of fun conversion which evolved from my involvement with my sons (Paul aged 17, and Peter aged 16) in Warhammer. I'd already been playing Blood Bowl and Warhammer Quest for a few years and when the boys got Warhammer I was envious to start collecting an Orc and Goblin army. Peter is an out-and-out Dwarf aficionado and Paul was concentrating on a Chaos horde.

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Some years ago. Paul got the game Battle Masters (which was produced by MB games in conjunction with Games Workshop), and decided that he could easily swell his Chaos army ranks quite cheaply by using the Chaos miniatures from those packs. I joined in by buying the relevant Greenskin figures from him and he was then left with a large number of Empire-type miniatures.

As I was in a painting mood, I set to and painted up all the miniatures and with the Bretonnian knights and archers that we already had and they formed a largish (4000+ points) group of 'goodies' which we could lamp seven bells out of and which would give an Empire army and a Bretonnian army.

As I looked at these forces spread out on the gaming table I felt that there was a certain imbalance with the Bretonnians, as they only had lowly archers as footsoldiers. Then I remembered the small plastic bag at the bottom of the Warhammer box full of spare Bretonnian knight heads! I ran (well, walked sort of quickly!) round the corner to our local stockist, and bought a box of plastic Imperial Halberdiers. Back home, the fun began. Now, I am not the world's most brilliant modeller or converter, so the only tools I used were a pair of clippers and a craft knife (*That's all you'll ever need - Ed*).

First, I cut off all of the Halberdiers' heads, storing them in my bits box (Don't you just hate these neat types!). Then I removed all the little pegs at the base of the Knights' heads. After that it was just a matter of sticking heads to bodies, although in some cases the fancy bits of plumage, etc. on the helmets needed trimming to make for better fit.

I then trimmed off the lower hafts of the halberds, smoothing the plastic below the hands and then removed the upper hafts of the halberds. Now it got even more fiddly and amusing - selecting an assortment of swords to arm my new foot knights with (tip: The judicious arming of plastic Skeletons with scythes, spears and cutlasses can leave a good supply of spare swords in your bits box!).

When all the gluing was finished (I used plastic/polystyrene glue) I used a variety of colours to produce a vibrant looking regiment of Bretonnian foot-knights, which helped balance up the Bretonnian army and it didn't cost the earth! These can now be used like any other foot-knights, with their relevant statistics. I am also working on some rules along the lines of Nigel Stillman's 'Full Tilt!' for skirmishes and knightly combats in tourneys.

Brian Hobson, Worksof

NONSENSE FROM NORWAY

The story we hope you will print is about the Warhammer community here in Haugesund, and our local supplier, Lasse! It goes as follows...

Life has never quite returned to it's normal dull self, since the tidal waves of GW products started rolling in over this little coastal town of Haugesund, Norway, some months ago.

There has always existed a small band of GW fans here in town, but our armies (Greenskins and Skaven) never really met any real resistance along the way. Sure, there were the occasional small (unpainted) bands surfacing, but no real effort was made to really get the games going.

Getting hold of miniatures back then was a big problem. The nearest shop was a three hour journey away, and they had a very limited selection. A few years ago, a brave band of gamers took the treacherous journey across the North Sea, to Newcastle. We had never been in the UK before, but had heard tales of the GW stores. Turning a corner and seeing the GW sign illuminated in the morning-mist was almost a religious experience for the majority of us. Upon entering the store we were met by one of the staff, and he gave us a grand tour. It's funny, it must be a special skill the staff have: to single out us tourists!

When we set sail for Norway again, we had several suitcases filled to bursting point,

with blisters and boxes. We'd had the time of our lives! On the journey home we thought about how cool it would be to have a local GW store in Haugesund, and what that would do for the gamers there (sigh!).

Time passed, and it wasn't until a couple of months ago when we were discussing gaming during a game of Blood Bowl, a long, thin dude at the back of the crowd arose from amongst his team sheets. His name was Lasse Johannesen, and he turned out to be an avid WH40K gamer who, according to some of his friends, constantly boasted about his victories on the battlefield with his brilliant army of Ultramarines! 'Yeah, right! Another one of these wannabees...' we all thought. Later that evening we found out that he really could play a decent game of Warhammer 40K and this sent cold shivers down the spines of the Warhammer 40K players among us.

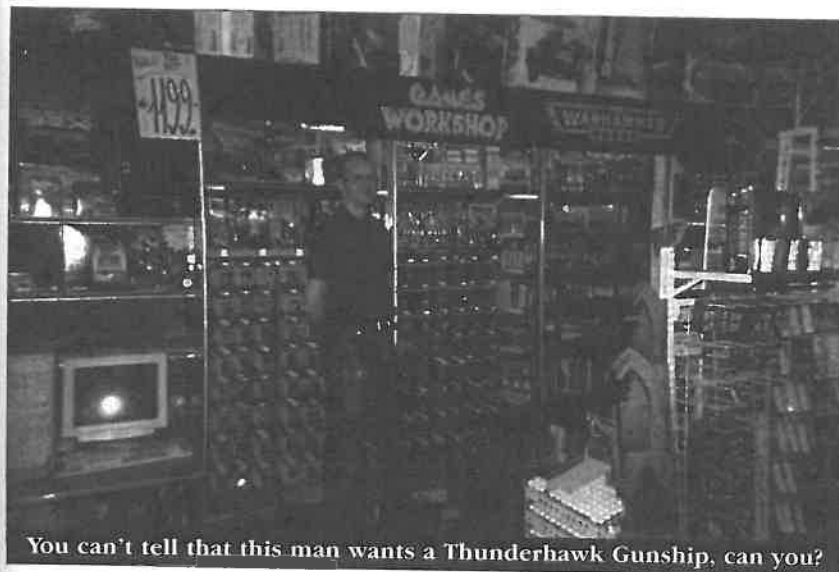
Anyway, this person turned out to be a blessing in (a very good) disguise. He told us about his grand plans for the little town of Haugesund, how he worked in a local toy/hobby store and was going to supply the gamers here with a wide selection of GW games and accessories. When he finished his grand tale, there were standing ovations, even from the small suspicious-looking band of AD&D players in the corner...

Later that month, the GW goods started rolling in. For the rugged GW fans, this was Christmas eve. Some of us had even been invited to join in the 'unpacking the boxes' ceremony. After several hours and many 'Wow! check this out' later, a wall in the store was filled with blisters and boxed sets. Now the scene was set for loads of new gamers to dive into the world of Warhammer. And dive-in they did! In the last couple of months, the group of gamers grew from our small band, to include ten to fifteen new armies in all shapes and sizes. And people still keep on joining...

Lasse has even further plans to promote GW to the public. By hosting tournaments, competitions and demo games, he hopes to attract even more people to the hobby. He has already hosted a painting competition, which brought forward painters of all ages, and really tested the hidden painting skills in all of us.

We feel that he deserves a mention in the next issue of your lovely mag. You guys often encourage people to start playing Warhammer, and here Lasse has given a whole town the opportunity to play your games, and buy your products. (That deserves something, don't you think???) (*It certainly does, and here he is in all his glory just to prove that he isn't a Hollywood canine! - Ed*)

Jarle Hjelmervik, Haugesund



You can't tell that this man wants a Thunderhawk Gunship, can you?

BE A POWER GAMER

(and other ways to lose friends)

Here's the situation: You've been playing Necromunda since it was first released, and you have had about average success. However, recently you have changed your tactics, achieved better results, and consequently been labelled as a 'Power Gamer' (you know the sort, those who mob you with fifty unarmed scavies, leaving you without a chance in hand to hand combat).

Here's the solution: Yes, believe it or not, it is possible to win games, and not be called a Power Gamer (*What's all this Power Gamer nonsense? Use the term that we're all familiar with - Beardsy! - Ed*). 'No way!' I hear you cry. Well, here is the definitive success guide, however, firstly what not to do: The worst example of a starting gang is one which includes the maximum amount of firepower in the minimum amount of fighters, or one which includes unarmed cannon fodder to swamp the enemy. Both tactics will result in the same conclusion: you may win a few games, but you will most likely also receive the Power Gamer label and this is extremely difficult to shake off. There are two basic methods to gear you towards success, and their principles are useful for any gang, even Outlander Gangs.

Be Versatile. The ideal gang is a versatile one. If you have a Ganger who you have planned to be a close-combat specialist and he ends up getting skills such as *Marksmanship* or *Crack Shot* then change him! You should be able to adapt to the situation, swap equipment, etc. Equipment swapping between Gangers is perfectly legal and you would be surprised how many players moan about rolling the wrong skills.

In my opinion, the best skills are *Inventor*, *Medic*, and *Disarm* which accounts for my choice of Van Saar. *Inventor* will give you rare weapons for free, *Medic* will save around half of your Gangers from death's door, and *Disarm* can destroy your enemy's most expensive weapon. However, don't wish your life away on receiving any one specific skill. One such person relied on having at least two gang fighters with the skill *Armourer* and could not adapt to any other tactic. It took many games for him to achieve this, and by the time he did, his gang rating had fallen drastically and he had little territory to speak of.

Cost Effectiveness (or 'Don't be an Ork'). Some people accuse the Scottish of being tight-fisted (*Not if it's Gordon Davidson you don't, cos he'd probably give you a slap! - Ed*), so it is a twisted irony that one of Scottish blood is teaching you this essential lesson. Don't be an Ork! An Ork would buy a Lascannon straight away because of its size and price tag. The only thing a Lascannon is fit for is destroying buildings or killing one enemy at a time, and unless you are in the Helmaur house, 400 credits is far too much to spend on a weapon with such a limited use.

The best value heavy weapon is the Heavy Plasma Gun. At only 285 credits it's a damn good buy! You can take out several fighters with one blast, on maximum power it has better building destroying capabilities than a Lascannon and if a person is *Hiding* behind a bulkhead you may shoot at the bulkhead, and catch the enemy with the template (you may even bring the building down on the enemy too). What good is a template weapon if you don't exploit the possibilities they provide? Having said that, many people swear by the slightly more expensive Autocannon. With a respectable ammo roll, D6 damage. Strength of 8, and a Sustained Fire dice it is amazing, but personally, I prefer the Heavy Plasma Gun.

Special weapons are all good value (with the possible exception of the Needle Rifle). However, the best value special weapon is the Plasma Gun, which is very effective on either power setting and at only 70 Credits that's a huge bargain folks. As for the Meltagun it's simply hot! (*Groan!!! - Ed*) The meltagun offers a strength of 8, D6 damage, and a -4 save modifier. Despite it's very limited range, it will almost always take the enemy Out-of-Action if an accurate hit is achieved.

As for Basic weapons, the Lasgun is the ultimate in cost effective weaponry, for only 5 credits more than an Autogun, you have the best possible Ammo roll, and an

additional save modifier. I equip nearly all my Gangers with Lasguns, (with the occasional Shotgun for good measure). The issue of additional shells for basic weapons is highly debatable, and my preferred option is the 5 cred Manstopper shell, which is simply awesome.

With pistols it's simple, Autopistols are the best. With the lack of a long range modifier, and a respectable Ammo roll, there is no alternative in the same price range. For leaders, however, a Plasma pistol is very useful, but save your maximum power for a special occasion and/or bring a back up weapon too. Now, a word of warning to all those tempted by the Laspistol's seductive Ammo roll. If you have a Juve, with ballistic skill 2, and are shooting at long range, you will need (at best) a 6 to hit any enemy fighter, in cover or not, so you will need to use that precious Ammo roll every time you shoot.

As far as close-combat weapons are concerned, the sword takes top honours. Swords are the best weapons for close-combat. The ability to *Parry* is something to be used to its full potential, as it is often the difference between life and death, and leaders are difficult to replace. For only 10 creds, this weapon is a bargain. Steer clear of massive weapons, they have an uncanny knack of losing the combat, as the opponent wins all draws, and for those 15 creds, you could have bought a reliable Autopistol. As for the Rare weapons, the best value goes to the Power Sword for all the reasons mentioned above plus a strength of 5 and an excellent -3 save modifier, for only around 48 creds, well 'ard.

In Conclusion: The most important thing about your starting gang is spending your funds in the best way possible. Work out what you think are the most cost effective weapons, and adapt to whatever changes are hurled in your direction. But then again, the most important thing about the whole game is that all players enjoy it, so don't be a power gamer. Good luck! And may your dice never be cocked.

Jon Escott, Sanderstead

FOR THE LOVE OF TANKS

Greetings! I've finally managed to free myself from the chains that bind me and finding quill and ink I decided to write to you. Being an avid White Dwarf/Games Workshop fan since the Dark Ages I've followed the evolution of Games Workshop into the empire it has become. I began my gaming with DD and ADD (*Poor soul! - Ed*) and read in the beginning the mighty Rogue Trader (remember that?). Then I took a leave of absence and it was only when I took up my present address that I was able to devote more time to GW. I finally settled on Warhammer 40,000 (along with Epic) as my faves.

So, over the past few years I've put together over eight different armies, all on paper mind you, due to restrictions on hobbies where I am. Most of my armies are Imperial although the Eldar have managed to squeeze in. More recently, however, I've been introduced to Armour (armoured vehicles) in a big way by a friend who is fascinated by them. He has approx. two hundred models of tanks, mainly WWII, but also Soviet and Israeli. Unfortunately, he is neither a wargamer nor a GW fan.

Anyway, through reading his reference books I've come to realise that Imperial Armour is not up to scratch. I feel that the armoured vehicles do not fulfil the 'Armour Triangle' i.e. FIREPOWER-MOBILITY-ARMOUR PROTECTION.

The Leman Russ is over-armoured and over-gunned for its role as a main battle tank. It also has a very high silhouette. The Predator is slightly better but with a poor chassis/hull (Rhino) and could do without the side sponsons. The Land-Raider is a total disaster as are the Baneblade, Shadowsword and Stormhammer. The Rhino is an adequate APC but I feel its troop compartment is too small for ten Marines. The Chimera IFV and derivatives are the Imperial Guard's one saving grace.

Anyway, that's enough whinging my point is why not develop a specific main battle tank something along the lines of the M1 Abrams or Challenger or even the Israeli Merkava (or better still the German Panther or King Tiger). My other project at the moment is

trying to develop a light strike flyer (AH64 Apache crossed with a Mil-24 Hind-D as I feel that the Imperial Guard needs this type of weapons system).

I'll sign off now and remember success follows him who carries the biggest gun (there's no such thing as enough guns!)

Niall Bermingham, Clondalkin

Well, Niall, so you think that our tanks are naff because they don't resemble armoured vehicles of the twentieth century? Let's get straight to the point then – suggesting that we make replicas of Challenger battle tanks or Merkavas would be utterly pointless unless we wanted to make a modern battle-gaming system, which we of course don't. I think that if you haven't done so already you should read up on the background to the Warhammer 40,000 universe to get the correct feel of the technology (or lack of it!) in the 41st millennium. The Imperium utilises a bizarre mix of super-sophisticated technologies recovered and maintained from the Dark Age of technology and other altogether primitive sciences and rituals that can be considered in many ways far inferior to our own. The image is one of Gothic decay, a mix of 'Blade Runner', 'Mad Max' and 'Excalibur'!

So, as you can imagine, when it comes to building and design in the Imperium it isn't simply a matter of logistics, it's influenced by religious beliefs and the availability of resources and technology. With that in mind, we have a fairly free reign to design vehicles etc. that just look cool rather than have to be realistic by today's standards. And finally, who's to say what will be impractical in more than thirty thousand years time! – Ed.

NEW TERRITORIES

On page 144 of the Warhammer Battle Book are some simple rules on running campaigns. In addition to the territories mentioned in the section, I have created a few more that you can add to the list.

Territory Generator:

First roll on the chart below to determine if the territory is Common, Uncommon, or Rare.

D6 Roll – 1-3 Common, 4-5 Uncommon, 6 Rare

Once the type of territory is determined, roll on the appropriate chart below to determine exactly what kind of territory is generated.

Common Territories (roll 1D6)

D6 Roll – 1 Forest, 2 Plains, 3 Village, 4 Trade Route, 5 Road, 6 Watchtower

Uncommon Territories (roll 2D6)

2D6 Roll – 2 Choose one from this chart, 3 Burial Ground, 4 Bridge, 5 Pass, 6 Swamp, 7 Wizards Tower, 8-9 Town, 10 Sacred Grove, 11 Silver Mine, 12 Choose One from this chart.

Rare Territories (roll 2D6)

2D6 Roll – 2 Lost Valley or Hidden Territory, 3 Magic Node, 4 Fortress, 5 Gold Mine, 6 City, 7 Sacred Ground, 8 Shrine, 9 Temple, 10 Ruins, 11 Spy, 12 Treasure Horde

I have created several new territories and they have been added to the list. The new locations and their effects are given below:

City: Players with a city in their holdings can include one character of any level in their army, including special named characters. Cities should be represented by large amounts of buildings on the game board and, if you have one, a surrounding castle wall. Cities are a rare feature in the Warhammer world.

Watchtower: A lone watchtower and small garrison is in this territory. Use a small

tower to represent the model (a tower from the new Warhammer Fortress or a homemade tower will work great). The tower includes a small garrison of 100 points worth of troops that can be added as a separate unit on the battlefield. Watchtowers are common features in the Warhammer world.

Fortress: A fortress has been built in this territory. Use the Warhammer Fortress. The fortress comes with up to 200 points of troops as a defending garrison. If using siege rules, the attackers may add 200 points of siege equipment to their forces to storm the castle. Fortresses are rare in the Warhammer world.

Swamp: A swampy bog is located in this territory hindering your opponent's troop movements. After Deployment, the owner of this territory may randomly allocate one enemy unit that will be delayed for 1d6 turns as it attempts to find its way through the bog. Swamps are uncommon in the Warhammer world.

Sacred Ground: For some religious or historical reason, this ground is sacred to your nation. When this territory is staked in a battle, the owner gains +1 Leadership on all morale checks and treats the opponent as if *Hated*. Sacred Ground is rare in the Warhammer World.

Magic Node: This territory is soaked in magical energy. If your nation has a Magic Node as a territory, you may draw an additional magic card during the Magic Phase as the wizard taps into the power of their homeland. Magic Nodes are rare in the Warhammer world.

Hidden Territory: Roll again on the table to determine type. The territory indicated is shrouded in magic and hidden from all trespassers. This land can never be staked or taken in any battle. Hidden lands are rare in the Warhammer World.

Plains: These are one of the most common territories in the Warhammer World. When staked in a battle, the area should be open with few terrain features. They provide no benefit to your nation. As such, they are the most common land staked in battles... until you run out of them... Plains are common in the Warhammer world.

Burial Ground: An ancient burial ground rests in this location. This can be represented by either Citadel Gravestones, a cairn, or a simple hill to represent the burial mound. When staked in combat, the owner may summon a unit of 3d6 skeletons (or half that number of skeleton horse) to fight for their cause as the spirits of past heroes rise to fight off the invaders. Graveyards are uncommon in the Warhammer world.

Check out my webpage at <http://users.net66.com/~ddbarger/gwindex.html>

Dustin Burger, Illinois, USA

JOURNAL 28 ERRATA

In issue 28 of the Journal we published the datafax for Mike Cudworth's Hyena L.S.V. conversion. Unfortunately Snotlings must have got into Steve's computer (or his brain – Ed) because what you got was a sort of halfway house between an old 40K datafax and a new 40K stat line. This is what should have been printed (Err... Oops! – Steve).

Added to the Imperial Guard Fast Attack section.

HYENA LIGHT SUPPORT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Hyena	65	10	10	10	3

Type: Fast, Open Topped

Crew: 3 Imperial Guard Storm-Troopers

Weapons: The Hyena is armed with a hull mounted Heavy Bolter, a cupola mounted Stormbolter and a swivel mounted Multi-laser (This can be replaced by a plasma cannon for +20 points).

Options: The Hyena may have a Smoke Launcher for +3 pts.

CITADEL JOURNAL PRESENTS: FREEBOOTER

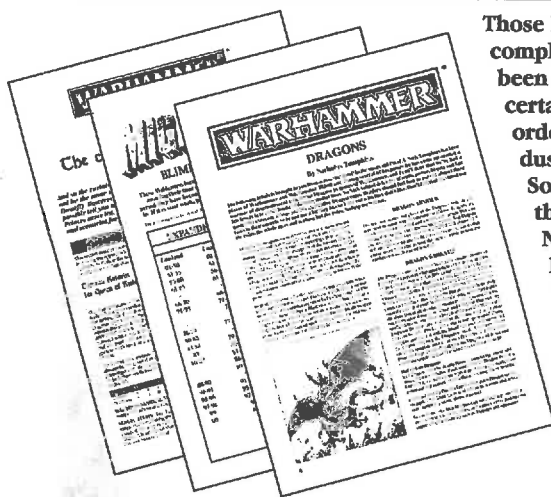
The Journal is literally jam-packed with articles, conversions and cool stuff and inevitably there's always the odd (and we mean ODD!) article that doesn't quite make it into each issue. So, we've decided to give subscribers a treat and compile a special fold-out extra using all those articles and conversions that we didn't get around to using.

**Waaagh! The
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We've got Dr Deth and iz Deffnought
four owl yoo Greenzkinz oht dehe. So
2tqht bildin yer Ork 2tuff 2o we cann
giv dem oomiez a good zeein too!

*Dok Butcha, with his faithful Gretchin assistant, Konvertit,
bring you conversion and modelling ideas for
the novice and expert alike. If you've got any
ideas - however crazy - that would appeal
to the bobby worldwide get in touch at
the address below!*

Da Journal Bunker, Games Workshop Ltd.,
Willow Road, Lenton, Nottingham, NG7 2WS.

DOKTER DETH and his DETHNAWT

By Neil 'Jelly Man' Rutledge

Yes, the Irishman from Coldingham, Scotland, is back and with more madness, jelly by the bucket-load and two more fantastic conversions for you to feast your eyes on. If you haven't noticed by now (we'll call you 'Mr Thickie'), Dr Deth and the Dethnawt are currently carving out an Ork domain on the inside back cover, and looking fairly sinister in the process. So, brace yourselves for another green torrent.

Take it away, Neil...

I was very pleased when Sister Slica and her dreadnought were well received by the folks at The Journal but, let's face it, she is only the creation of 'The Ork himself'. It seems only fair that, if his servant is to be presented to the wider world, Dokter Deth too should take a bow. It also gives me an opportunity to reveal a bit more of that madness (much referred to by our esteemed editor) (*who? me? - Ed.*) and to share a few ideas on converting miniatures which, for me, is one of the most enjoyable aspects of the hobby.

The genesis of any good conversion is an initial idea and for me these come in two main forms. A conversion to meet a need in one of my armies or a project sparked off by seeing a particular miniature. The Dokter Deth conversion was an example of the latter and should prove a warning of just how dangerous perusing Citadel catalogues can be! Basically, I saw the Painboy figure 'Stainless steel skull' and thought what a cracking miniature! Being a devoted Ork fan I then began to think how I could use it. I also love the characteristic orky technology and so the idea of 'Dokter Deth and the Metal Geroos' was born - a band of Freebooterz specialising in dreadnoughts and support weapons. So, getting hooked on one miniature led to collecting a whole army! The Dethnawt itself was then an example of the first type of conversion; having invented Dokter Deth, he needed his own dreadnought and I therefore needed a conversion.

These ideas are, of course, only the beginning, the start of the conversion process. Strangely, perhaps, I find the most successful next step is to stop and think

(Uh Oh! The jelly's gonna start flowing again – Ed), not to start wielding razor saw and glue. You need to think about the background of the conversion character you are working on. You can just think of bits that would look good on a figure, build the conversion, and then make up the background for it. This approach can lead to fine conversions but I find my favourite projects result from me creating a background first. For Dokter Deth then, I first considered what kind of an Ork I wished to create. I wanted something different, something away from the standard hulking, brute-force, straightforward Ork. A more sinister figure was required. The blank, stainless-steel-faced cyborg was a powerful image. This Ork would not just use direct force but would guide power with intelligence *(Are we still talking about Orks here? – Ed)*. The force and intelligence would be the more frightening by being mysterious and remote – hidden as it were by this blank, steel facade. Only then did I begin to scan the catalogues for suitable bits for the conversion.

I decided on the Pit Slave claw for the left arm. It helped create a sense of an arthropod/spider/crab like creature; tough and mysterious. The claw would look best raised and reaching menacingly forward but this would make the figure look unbalanced, something was needed on the back, something mysterious and dangerous. By this stage my head was brimming with *(Jelly? – Ed)* ideas about the exploits of Dokter Deth and his Metel Geroos. One tale involved his revenge on the Imperial Hive that provided the troops that destroyed his beloved Sista Slica. This revenge involved his manipulating humans and I envisaged him doing this by means of some chemical/hormonal spray – the Dethmist. Once again the catalogues were perused and appropriate bits selected. The 'Eavy stubba juice tanks provided the spray and bits from the Chaos Space Marine Lascannon backpack, the nozzles. Herein lies a good hint, try to get into the habit of looking at the miniature pieces not just as wholes but imagine them sawed up into bits. I love imagining things sawed up into bits... *(Help!!! – Ed)*

I now had Dokter Deth but he needed a vehicle – the Dethnawt. This would have to fit his image – dangerous, mysterious, arthropod-like. He was also the big boss of the Metal Geroos so he would need a large, impressive machine – back to the catalogues!

I had always liked the Chaos Space Marine Dreadnought. It was much too good a model to waste on such degenerates! I imagined Dokter Deth surveying a wrecked Chaos Dreadnought...

'The assistant mek undid the last of the bolts securing the sarcophagus and the front fell off with a crash. Dense, greenish vapour flowed out and the mek quickly side-stepped to avoid the slack bag of slime that fell out after it. The bag hissed and writhed and something vaguely like a mouth slobbered at one end. Were the two dark patches eyes? What were all the tubes connecting the thing to the machine? The mek didn't want to know. He gratefully stepped further back as his master moved closer.'

'A metal claw poked at the sac of slime and it convulsed, hissing more loudly. The claw examined further, toying with a loose wiring connection inside the sarcophagus. The blank steel face was impassive but behind it, the brain whirled. No wonder the 'Howling Tinskins' relied on daemons if their wiring was this poor. But the machine was basically sound, all it needed was tighter joints and a better weapons fit.'

Imagining these pictures might seem a bit weird but it really helps me with my conversions *(Row, row, row your boat gently through the jelly... – Ed)*. What would an Ork do to a Chaos Dreadnought?

The first thing to change was the helmet on the sarcophagus front. The obvious replacement was another stainless steel painboy skull. This neatly unified the Dokter and his dreadnought and was a pretty straightforward swap, even the tubing on the

two models matched up! It did make for some fiddly razor-sawing but just required patience. Here a couple of points come to mind. Firstly, if you haven't got a specialist modelling razor saw, get one. The handles usually double as heavy-duty knife handles and they are an indispensable tool for conversions, especially with the new white metal being pretty hard. This leads to the second point. Sawing the metal can be made easier with a drop of lubricant – I use the very light-grade oil intended for my beard-trimmer. It works beautifully, honest!

At this stage I also cut and filed off a lot of the chains and skulls etc. on the dreadnought figure – useless chaos paraphernalia. I also began paying attention to the weapons fit. Of the right arm weapons, the Plasma Gun was the most orky but the nozzle was too 'Chaos-like' so it was out with the razor saw and beard-trimmer oil once again! A new nozzle was provided by the sponson Heavy Plasma Gun from a Lemman Russ Demolisher. For the left arm I didn't like the Thunder Hammer or Power Claw and I had already decided to use the beautifully sadistic Power Scourge for Sista Slica's dreadnought. Instead, I went for another ranged weapon and used the Multi-Melta from the Ork heavy weapon range. Once the arm rest was sawn off (pass the trimmer oil) it was actually a pretty neat fit although I added a section of plastic strip just to neaten the joint.

Now all that was lacking was some close-combat punch. This I wanted to be vicious and to fit the crab/insect type image. A krusher arm and a Buzz Saw arm from the old Epic Mekboy Gargant provided a perfect answer and fitted easily under the body at the front.

The model could have been left there but my background thinking provided an extra couple of ideas. The Chaos Dreadnought has a pointy thing on top *(The Trophy Rack – Ed)* that I felt looked a bit silly so I wanted an alternative. I remembered the dethmist idea and reasoned some such device might have fitted on the dethnawt. Some chemical tanks would be required then and these were provided by a Sisters of Battle Heavy Flamer backpack stuck on top of the Dethnawt's hull. I also had in mind the fact that Dokter Deth's special creation, Sista Slica had been destroyed after being overwhelmed by infantry in close combat. Would the kunnin' Dokter not therefore have retro-fitted some kind of point defence system to his own machine? I reckoned so, and added one in the form of an automatic scatter-laser system. This used two Gatling Cannons from the old Epic Great Gargant. These were mounted on nozzles cut from a Chaos Space Marine Heavy Bolter backpack. As a final touch I added a vent on top of each cannon. These came from an ordinary plastic Space Marine backpack. Another way in which background influenced the conversion was the addition of the Evil Sunz plate hanging from a chain on the front of the Dethnawt. The original model had a wimpy skull on the chain which was easily cut/filed off. It would have been very difficult to remove the chain however. Something was needed to hang on it, a trophy obviously and one that wouldn't distract from the metal skull that is, literally, the focal face of the model. I wanted something muted and metallic therefore, and, again, my thinking on the model's background provided the answer. The trophy would refer to Dokter Deth's revenge on the ork warlord whose incompetence led indirectly to Sista Slica's destruction. The Evil Sunz plate from the plastic Ork Warbike's banner pole was the perfect answer.

I was pleased with the resulting models. They're not just interesting conversions but, I feel, have an extra atmosphere and flavour as I considered their background carefully when building them. The next stage was to paint them.

I'm no great shakes as a figure painter but find this can be offset to some degree by carefully-thought-out, simple paint schemes. Dokter Deth was going to be mostly metallic, easily achieved with a black undercoat and dry brushing *Boltgun* and *Chainmail*. An extra dry brush with *Mitbril Silver* then made his skull stand out a

bit more. I then used a *Chestnut/Orange* wash on the dethmist pack to distinguish it from Deth himself. Details were mostly black or grey with the red trews giving a 'lift' and contrast.

The Dethnawt was also very simple. I wanted to carry through the motif of metallic, impersonal menace with a rather battle-weary look. I achieved this by washing the bare metal in various tones: *Armour wash*, *Black/Brown* mix and *Chestnut*. Some areas, such as exhaust pipes and weapon nozzles, got very thin washes of *Blue* or *Chestnut/Orange* mix to attempt to make them look heat discoloured. Details were again kept simple – black or grey with gruesome red/chestnut 'blood' applied to the Krusher claw and Buzz saw. Heraldry was limited to the Metal Geroos' smiley face, the title 'Dethnawt' and Dokter Deth's motto 'Wun Day'. This motto was adapted after Sista Slica's destruction and referred to his long and complex revenge against the Imperial hive.

Finally I added an extra couple of touches to the base. The post with razor wire was made from plastic rod and a thin strip of stretched metal mesh. The butchered and stomped Marine was made with bits left from my ancient, first set of plastic Space Marines. (Pause for nostalgic musing.)

Hopefully this description makes clearer my approach to conversions and might spark off a few ideas. A few technical points are worth mentioning:

Converting miniatures is actually surprisingly easy, have a go! Start simple, practice and work up to more complex projects. To be successful, however, you do require a few key bits and pieces. I've already mentioned the razor saw but you will also need good knives and a pin vice with drill bits. Modelling putty, superglue and a two-part epoxy glue are also essential. A specialist cutting mat is also extremely useful. Have a word with the chaps in the local GW store and they will either be able to supply the equipment, or will point you in the right direction. It will mean some forking out of dosh, of course, and a new pack of Black Orcs may look more exciting than a pin vice but the investment is well worth it, so get out there and convert!

Parts List:

Painboy figure 'Stainless steel skull' (010300523)

Pit Slave claw (059904408)

'Eavy stubba juice tanks (010302834)

Chaos Space Marine Lascannon backpack, the nozzles (010201208)

Leman Russ Demolisher (010505311)

Multi-Melta Ork heavy weapon range (010302831)

Krusher arm (0495/5)

Buzz Saw arm (0495/3)

Sisters of Battle Heavy Flamer backpack (010800703)

Gatling Cannons (076208/15)

Chaos Space Marine Heavy Bolter backpack (010203104)

And there you have it from his 'Royal Jellasty'. He may be beating on 'The Barmy Door' demanding admittance but he most certainly knows his stuff, and what amazing stuff it is too. So, join the endless stream of jelly and get your name up there with the best – we want to see your model conversions, your paint jobs and your terrain, no matter how simplistic it may be. Get converting, it's innovative, it's fun, it's characteristic and it's the most fun you can have with a tube of superglue and a razor saw (Er... unless you're Neil, that is!).

THE EVER FROTHING Neil Rutledge follows up his mighty Sister Slica conversions with the master himself.. Dr Deth with his very own personalised Dreadnought, 'The Dethnawt'. You can read all about these icons of Orkish invention in Doc Butcha (pages 93-96). We even let Neil ramble on (and on, and on!).



Dr Deth



**Dr Deth and the Dethnawt
By Neil Rutledge**

Praetorian Command Jeep and Commissar

By Tom Hebblewhite



TOM IS A FROTHING lunatic from Northampton, who just loves to scratchbuild and convert things. In fact, he'd probably go 'sane' if he couldn't! He kept us all entertained at the Black Library Open Day and ultimately at Games Day with a pile of obscure modelling materials and his trusty glue gun. He was so damned good that several people asked him whether or not he worked for Games Workshop!

You can catch a mere 'tip of the conversion iceberg' on pages 25-33 *Wafflings of a Mad Modeller* with modelling tips, conversion guides and lots of seriously funky models to be astounded by!

